

STAR WARS

LEGACY OF THE FORCE SOURCEBOOK



BY
THOR THORSON JR, MATTEW NORTON, AND
CHRISTIAN FERNANDEZ-DUQUE

A Note from the Authors

Thor A Thorson Jr:

"The Jedi are no one's mercenaries – not even the Galactic Alliance's."

- Kyp Durron (*Star Wars: Dark Nest I: The Joiner King*, pg. 237)

After two sourcebooks, the *Rise of the Empire Infinities Sourcebook* and the *Rebellion Era Infinities Sourcebook*, Matt and I turn our attention to the events, places, characters, et al of the era immediately following the New Jedi Order. While our previous two sourcebooks dealt with a purely hypothetical "what-ifs" of which Infinities material primarily deals with, we wanted to try our hand at a "quasi-official" attempt at an era that is currently being fleshed out by the Legacy of the Force series of novels.

For those that contributed to our previous two sourcebooks, we couldn't have done them without your support or your help, and I would like to convey our thanks to you. We will continually strive to improve each sourcebook in the future. Please forgive any discrepancies.

- Thor A. Thorson Jr. (December 29, 2007)

Addendum:

At the time that I had written my original foreword, I had not considered that this sourcebook would take nearly a decade to complete. With real life continuously intruding in on the progress of this sourcebook, it wasn't until the crash of my original harddrive that I nearly abandoned this body of work.

Luckily, about six months ago, I had the foresight to burn all my files to dvd. With the rediscovery of my most recent files I decided to continue on in the completion of this body of work.

Now that Disney owns the Star Wars franchise and has released two very successful films, the events, individuals, and technology of the former Expanded Universe have now been rendered non-canon. Personally, I find that this gives the Star Wars Universe a new lease on life, without having to do massive retcons, and though the material within is now the stuff of Star Wars Legends, I think that the *Legacy of the Force Sourcebook* will prove to be an homage to the Expanded Universe.

- Thor A. Thorson Jr. (February 13, 2017)

Matthew Norton:

"My son didn't die to put a sadistic despot in power. I look to you to ensure his life wasn't wasted."

- Captain Kral Nevil to Admiral Niathal (*Star Wars Legacy of the Force: Revelation*)

Legacies we leave behind can be double-edged swords. For example, fans view George Lucas's Star Wars saga with positive and negative legacies (original and prequel trilogy, respectively, if you follow their logic). The Legacy of the Force series deals with the legacies of the Skywalker/Solo families. For Luke, Jacen and Jaina, Han and Leia, they grapple with choices made in the New Jedi Order, and in the process, leave a legacy of a galaxy torn asunder. I mention this because this is part of what attracted me to write about this series with Thor back in 2007. Another reason is that unlike other eras, the Legacy of the Force era was for the most part ignored by Wizard of the Coast, the Star Wars RPG proprietor at the time. This was an era that deserved a proper sourcebook. Likewise, I felt that Thor and I should try to make a sourcebook in the style of the old West End Gaming sourcebooks. My hope is that this book proves fun for fellow Star Wars gamers, opening adventures that until now were unavailable.

I first want to give a large, heartfelt thank you to Thor. When life delayed completion of this book, he found the time to put it finish it. Truly a labor of love, as it took us almost 10 years to complete, thank you Thor for getting this over the finish line. As always, I should add, thank you again for giving me an outlet for my love of Star Wars. Secondly, I would like to thank my fellow Holonetters of SWRPG Holonet. It was thanks you to you that I got my first proper taste of Star Wars RPG, and you all inspired me to write all of these sourcebooks.

- Matt Norton (February 12, 2017)

Christian Fernandez-Duque:

In the cockpit of his StealthX heading for Hapes, Luke Skywalker felt a hand brush his hair, and as he involuntarily reached out to touch it, he knew his world had ended.

- *Star Wars Legacy of the Force: Sacrifice*, page 332

When I noticed Thor's post of his 1.0 version of the *Legacy of the Force* fanbook on the Rancor Pit and I asked him if I could help edit it, I wasn't sure if he would agree. After he actually *did* agree and I presented my ruthless editing corrections for the first chapter, being the grammar nazi that I am, I fully expected him to be offended by my scathing and unsparing critique of the book's incomprehensible sentence structures, exceedingly long run-on sentences, eldritch misspellings and ill-matched inconsistency errors, and therefore expected him to reject my editing out of hand and tell me never to contact him again. (This sort of thing is not entirely without precedent for me. Go figure.)

Needless to say, that's not what happened in this case.

So yeah, it surprised me a great deal when Thor took my critiques in stride and told me to keep up the good work. People don't usually react well when a lawyer (or anyone else, really, but especially us lawyers) tells them what they're doing is wrong. It is to Thor's credit that he saw past my irascible nature concerning bad grammar and knew that we both had the same objective: to make the *Legacy of the Force* fanbook as good as it could be. It is even more to Thor's credit that whenever he disagreed with one of my editing decisions, he would always point to precedent in one of the d20 or D6 books to settle the dispute. (What can I say, I'm a lawyer so precedent carries weight for me. Not to mention that this is his book, not mine, so whatever he says, goes.)

While editing this book, I found misspellings, grammar errors, and labeling inconsistencies all over the place. (Not that that's actually surprising, of course; if you're an editor, you're *supposed* to find that kind of stuff.) I found so many, in fact, that it very much hurt the eyes of a self-confessed (and afore-mentioned) grammar nazi like myself. (In short, this was a typical fanbook.) Errors like these are a *humongous* pet peeve for me (as you might well imagine) and, being an avid Star Wars fan and gamer, I felt vindicated in offering my editing services (such as they are) to Thor and do what I could to make this a better book. Needless to say, editing even a relatively short book like this one is hard and time-consuming work.

But make no mistake, dear reader: compared to the work that Thor and Matthew have done to create this book, I'm barely more than a spectator. You may have heard the story of the sculptor who said that he didn't create the statue since it was always there in the block of marble; he merely smoothed away the rough edges. If I am that sculptor, then Matthew and Thor are the guys who wandered for ten years far and wide to find the perfect quarry with just the right type of marble, cut out the block, lifted it out of the quarry, dragged it by hand down the road and through the countryside under epic, tempestuous gales that would tear the flesh off the gods themselves, crawled exhausted to my door, knocked on said door and, when I answered, managed to gasp out "Hey, dude, since you offered, could you do a little bit of work on this?"

After all that, it would have been rude to refuse.

Here's hoping that you enjoy this fan sourcebook. May your blaster always be charged, your ship always fully fueled, your friends always by your side and may the Force always be with you.

- Christian "Su-tehp" Fernandez-Duque (March 23, 2017)

CREDITS

STAR WARS D20 CONTRIBUTORS

Wizards of the Coast Forums

Glenn Marius "DarkJedi82" Brøchner; belagoflame

swrpgnetwork.com Holonet

Rob "Ardent" Clark; Mick "Mack Jace" Roberts; Jonathan "Donovan Morningfire" Stevens; Tom "Thomas" Snider; Chris "boccelounge" Young; Kyle "Levistus" Horton

<http://www.fandomcomics.com/>

Keith "Nar Cranor" Kappel

STAR WARS D6 CONTRIBUTORS

The Rancorpit

www.therancorpit.com/forums:

Cheshire, dhawk, Forceally, Gry Sarth

The Rebellion

www.verminary.com/rebellion/core.html:

Gary Astleford

EDITOR

The Rancorpit

www.therancorpit.com/forums

Christian "Su-tehp" Fernandez-Duque

ORIGINAL ARTWORK

www.swagonline.com

Ivan "Drone" Balabanov

www.indiedb.com/

Burntstrobe

Adumar: www.indiedb.com/members/burntstrobe/images/adumar

Bastion: www.indiedb.com/members/burntstrobe/images/bastion

Commenor: www.indiedb.com/members/burntstrobe/images/commenor

Fondor: www.indiedb.com/members/burntstrobe/images/fondor

Shedu Maad: www.indiedb.com/members/burntstrobe/images/ralltiir

Terephon: www.indiedb.com/members/burntstrobe/images/ord-biniir

OFFICIAL ARTWORK

Wookieepedia

www.starwars.wikia.com/wiki:

Galactic Alliance Crest: starwars.wikia.com/wiki/Image:GA_Roundel.svg

Jedi Coalition Crest: starwars.wikia.com/wiki/Image:New_Jedi_Order.svg

Sith Order Emblem: starwars.wikia.com/wiki/Image:Sith_Emblem.svg

Mandalorian Crest: starwars.wikia.com/wiki/Image:JaingHead.svg

Second Galactic Civil War Map:

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Korriban, Ziost

Wizards of the Coast

Coruscant and the Core Worlds, *Galaxy of Intrigue*, *Starships of the Galaxy*, *Star Wars Miniatures: Jedi Academy*, *The New Jedi Order Sourcebook*

Fantasy Flight Games

Edge of Empire: *Double Worlds*: Talus and Tralus, *Force and Destiny*: Ossus, *Suns of Fortune*: Centerpoint Station, Corellia

Lucasfilm Ltd

Lucasfilm Animation: *Star Wars: The Clone Wars*

Magazines: *Star Wars Insider* #57, *The Official Star Wars Fact File* Issue #98

LucasArts: *Star Wars: Empire at War*, *Star Wars: Empire at War [Forces of Corruption Expansion]*, *Star Wars: Rebellion*

Lucas Books: *Jedi vs. Sith: The Essential Guide to the Force*, *The Complete Star Wars Encyclopedia*, *The Essential Atlas*, *The Essential Guide to Warfare*, *The Essential Reader's Companion*, *The New Essential Chronology*, *The New Essential Guide to Droids*, *The New Essential Guide to Vehicles and Vessels*, *NJO: Edge of Victory I: Conquest* (Japanese Cover), *NJO: The Unifying Force* (Japanese Cover).

Lucasfilm Artists: Jason Felix, Darren Tan, Chris Trevas, Tommy Lee Edwards, John Van Fleet

ADAPTED ARTICLES

Wizards of the Coast

Pilots of Adumar, Part 1: Art of the Duel:

<http://web.archive.org/web/20041205223027/http://www.wizards.com/default.asp?x=starwars/article/sw20040401adumar>

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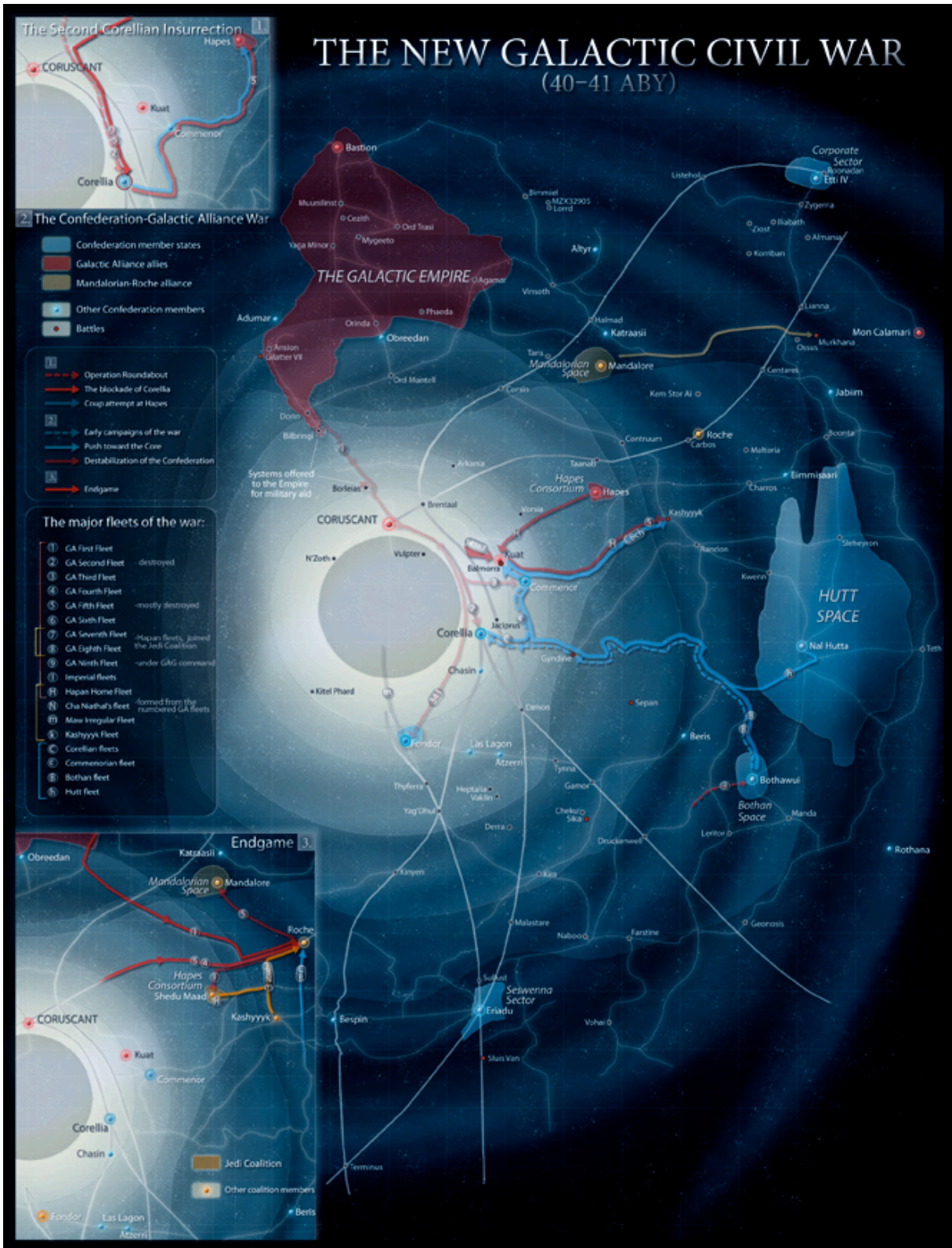
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INTRODUCTION



The New Essential Atlas

Overview

In the intervening years from the end of the Yuuzhan Vong War to the start of the Legacy of the Force era, the Galactic Federation of Free Alliances has weathered many storms.

The first major test of the Galactic Alliance was the reappearance of the Killiks on the border with the Chiss Ascendancy. After former Jedi Raynar Thul and Dark Jedi Lomi Plo and Welk crash-landed the *Tachyon Flier*, Thul was absorbed by the Yoggoy nest and subsequently became the leader of what would later become the Unuthul. Simultaneously, Lomi Plo and Welk were similarly absorbed and thus created an unconscious Dark Nest within the Colony, otherwise known as the Gorog Nest.

With the Dark Nest subtly manipulating the Colony, the Killiks began to expand their nests, eventually coming into conflict with the Chiss Ascendancy. This war widened when fellow Jedi Knights of the Myrkr Mission were drawn to Raynar Thul through the Force, and assisted the Unuthul in engaging the Chiss.

After Leia Organa Solo successfully negotiated to have the Yoggoy Nest migrate to the Utegetu Nebula, the brief peace was shattered when Jacen Solo tricked his sister and her fellow Joiners Zekk, Lowbacca, and Tesar Sebatyne to attack a Chiss munitions depot. This event, coupled with the Fizz, a disease that infected the Killiks who had settled the Utegetu Nebula, further escalated the conflict into full-blown war.

The Swarm War ended after Luke Skywalker killed Lomi Plo and removed UnuThul from the Colony. Without the two fallen Jedi to provide direction and a will, the Colony could no longer function.

Timeline of the Legacy of the Force novels:

- **Betrayal begins 122 days into 40 ABY.**
- **Day 1:** On Adumar, Jacen Solo and Ben Skywalker inspect the weapons factory owned by the Dammant Killers company.
- **Day 7:** Wedge Antilles is kidnapped and taken to Coruscant.
- **Day 9:** Han Solo and Leia Organa Solo meet Five Worlds Prime Minister Aidel Saxan on Corellia. Ben and Jacen disable Centerpoint Station.
- **Day 11:** Grand Master Luke Skywalker meets with Supreme Commander Pellaeon to discuss the situation at Corellia.
- **Day 17:** The attack in Toryaz Station. Saxan is killed.
- **Day 21:** Jacen and Ben meet Nelani Dinn.
- **Day 23:** Jacen questions Shira Brie and decides to go to her asteroid home.
- **Day 24:** Brie reveals herself to be Lumiya and convinces Jacen to turn to the dark side. Jacen kills Nelani. Han and Wedge's successful mission at the Battle of Tralus.
- **Day 25:** *Bloodlines* begins. Boba Fett captures H'buk.
- **Day 26:** Leia and Han learn that Thrackan Sal-Solo has a contract out on Han. Fett's doctor tells him he is dying.
- **Day 27:** A terrorist bombing on Coruscant prompts a government crackdown on Corellians.
- **Day 28:** On Coronet, Gejjen, Leia, and Han meet in a café and discuss deposing Thrackan. Leia kills an assassin on the *Falcon*. Jacen visits the rebuilt Jedi Temple and flow-walks back in time exploring Anakin Skywalker's emotions. The Corellian Sanctuary has been desecrated. Fett meets Mirta Gev and hires her to take him to his daughter, Ailyn Vel.
- **Day 29:** Luke senses that Lumiya has returned. Han and Leia return to Coruscant - the *Falcon* is badly damaged. The water supply in parts of Coruscant is contaminated. In response to the growing threats to domestic security, Chief of State Cal Omas establishes the Galactic Alliance Guard.
- **Day 30:** Jacen is promoted to colonel and becomes the head of the Galactic Alliance Guard. Using his powers as the new leader of the GAG, he begins to incarcerate Corellians on suspicion of terrorism.
- **Day 31:** Pellaeon resigns as Supreme Commander of the GA Defense Force – Admiral Niathal is appointed as his replacement.
- **Day 32:** Han and Leia buy a shuttle and head back to Corellia. Jacen raids Jabi Town.
- **Day 33:** Fett finds Taun We.
- **Day 34:** Omas enacts new emergency measures and puts them into effect.
- **Day 36:** Ben finds three Corellian agents and a bounty hunter named Ailyn Habuur. Jacen arrests Habuur.
- **Day 39:** Omas announces the Blockade of Corellia.
- **Day 42:** Senate Building protest.
- **Day 43:** Jacen kills Habuur during interrogation. Fett meets with Thrackan.
- **Day 44:** Han and Fett meet. Han agrees to get Jacen to release Habuur; Fett agrees to kill Thrackan. Jacen flow-walks back to Anakin Skywalker's era and believes his grandfather's downfall was because of faulty training.
- **Day 45:** Mirta kills Thrackan. Jacen suspends Jaina from duty.

- **Day 46:** Leia learns that Jacen killed Habuur during her interrogation and tells Jacen that Habuur was actually Fett's daughter, Ailyn Vel. Ben kills two men harboring missile launchers.
- **Day 48:** Jacen delivers Vel's body to Fett on Corellia. Fett takes Vel's body and leaves for Mandalore.
- **Day 49:** Jacen thinks he may have to kill Tenel Ka and Allana.
- **Day 51:** Jaina and Zekk begin their duty at the Kiris Observation point.
- **Day 56:** *Tempest* begins.
- **Day 59:** Alema ambushes Tresina Lobi and, joined by Lumiya, kills Lobi. Han and Leia interrupt the assassination attempt on Tenel Ka and escape, taking Nashtah (aka Aurra Sing in disguise) with them.
- **Day 62:** Jacen puts out a search and detain warrant on his parents.
- **Day 69:** Luke battles Lumiya; Mara battles Alema; Battle of Hapes; Meewalh and Cakhmair are blown out of the *Millennium Falcon* when Jacen orders that it be fired upon by the *Anakin Solo*.
- **Day 71:** *Exile* begins.
- **Day 97:** Ben and the astromech droid Shaker arrive at Ziostr in a Y-wing and begin their search for Faskus, a courier holding the Amulet of Kalara.
- **Day 98:** Ben attacks Faskus and takes the Amulet of Kalara. Faskus warns Ben about the pirate Dyur, and then dies. Ben initially leaves Faskus' daughter Kiara behind, but after hearing a message from his parents about his 14th birthday, he returns to help her bury her father and take her to safety.
- **Day 106:** *Exile* ends.
- **Day 108:** *Sacrifice* begins. Ben and the Sith meditation sphere arrive in the Contruum system and board the *Anakin Solo*. Ben gives both the meditation sphere and the Amulet of Kalara to Jacen. Jacen then gives the meditation sphere to Lumiya.
- **Day 143:** *Sacrifice* ends. Jacen Solo, upon becoming a Sith Lord, assumes the name Darth Caedus.
- **Day 148:** *Inferno* begins. Han and Leia are kept from attending Mara's funeral by GAG troopers. Mara's body becomes one with the Force just as Jacen arrives.
- **Day 150:** Jacen puts Ben in the Embrace of Pain to try to turn him to the dark side. Luke arrives to rescue his son. After Luke disarms Jacen, Ben lashes out and stabs Jacen just under his heart. Luke pulls Ben away to keep him from turning to the dark side.
- **Day 170:** *Inferno* ends.
- **Day 175:** *Fury* begins.
- **Day 176:** Han and Leia work with the Wookies to put out the fires that Jacen started when he ordered the *Anakin Solo* to fire on Kashyyyk.
- **Day 177:** Jacen kidnaps Allana to force the Hapes Consortium's loyalty to the Galactic Alliance. He replaces her with a lookalike and gives Tenel Ka an ultimatum: give the GA her complete loyalty or Allana will die. Tenel Ka meets with Luke Skywalker and the Jedi Order on the Forest Moon of Endor and asks the Jedi to rescue her daughter.
- **Day 179:** A dark side apparition of Alema and Leia duel on the *Falcon*, resulting in a stalemate. After a brief hesitation, Alema's apparition disappears. Han Solo receives a package consisting of Mandalorian armor with crushgaunts from Boba Fett.
- **Day 180:** Ambush of Jacen on Coruscant, led by Master Kyle Katarn, and Jedi Knights Valin Horn, Thann Mithric, Kolir Hu'lya, and apprentice Seha Dorvald. The mission to place a tracking beacon on Jacen's cloak was deemed a success, though Mithric was killed and Katarn was gravely wounded.
- **Day 183:** Alema tracked by Jaina, Zekk and Jagged Fel to the Home, Lumiya's asteroid lair. Jag uses crushgaunts to kill Alema.
- **Day 189:** The GA forces, led by Caedus aboard the *Anakin Solo*, and the Corellian forces meet halfway between Coruscant and Corellia to open talks for a ceasefire between them.
- **Day 192:** Treaty talks fail. Confederation launches an attack against the Galactic Alliance. Caedus takes Allana and escapes from the *Anakin Solo*. Under the cover of the battle, Luke leads a StealthX taskforce to kill Caedus, but Luke detects Allana and aborts the attack on Caedus. At the climax of the battle, Centerpoint Station fires, destroying many GA and Confederation ships, though Caedus, Allana, the Jedi, and the *Anakin Solo* survive.
- **Day 193:** Caedus reveals to Allana that he is her father.
- **Day 195:** GA mission to capture Centerpoint. During the attack, Allana is rescued by Han, Leia, and Iella Wessiri Antilles while Luke, Ben, and Saba Sebatyne distract Caedus. To prevent Centerpoint Station from being used by either the GA or Confederation, members of the Jedi Order sabotage Centerpoint to self-destruct the next time it is fired.
- **Day 196:** Caedus orders a retreat after Centerpoint Station blows up while it was attempting to fire on Coruscant.

- **Day 197:** Han and Leia discover that Allana is their granddaughter. Jaina decides to seek out Boba Fett as the Solos return Allana to Tenel Ka on Hapes.
- **Day 198:** *Fury* ends.
- **Day 203:** *Revelation* begins.
- **Day 230:** Second Battle of Fondor. Birth of Alliance-in-Exile.
- **Day 234:** *Revelation* ends.
- **Day 245:** *Invincible* begins. First Battle of Roche.
- **Day 249:** Second Battle of Roche. Ben escapes GAG custody.
- **Day 257:** Darth Caedus interrogates Mirta Gev. Nanovirus targeting Clan Fett developed by Imperial Remnant and approved by Darth Caedus. The Imperial Remnant secretly develops a second nanovirus targeting the Hapan royal family.
- **Day 264:** Battle of Mandalore. Galactic Alliance Admiral Atoko seeds Mandalore with the Clan Fett nanovirus.
- **Day 265:** Battle of Uroo Station. Darth Caedus killed by Jaina Solo on board the *Anakin Solo*. Jagged Fel appointed leader of Imperial Remnant. Imperial Mission established to honor the memory of Chume'da Allana Djo.
- **Day 270:** *Invincible* ends with the Confederation surrendering to the GA. Natasi Daala appointed as GA Chief of State.



Jedi vs. Sith: The Essential Guide to the Force, Tommy Lee Edwards

CHAPTER 1: HEROIC TRAITS

Overview

This chapter is broken into two sections: d20 Saga Edition rules and Star Wars D6 material. The Saga Edition material is to be used with the *Star Wars Saga Edition Core Rulebook* and has not been converted for the Star Wars D6 ruleset.

STAR WARS D20 SAGA EDITION

New Talents

Note: The use of the word “you” in each entry refers to the player.

Jedi Consular

Healing Mastery – Donovan Morningfire

You may re-roll Treat Injury checks. However, you must accept the second roll, even if it is a worse result. In addition, you can administer first aid, treat disease, treat poison, and treat radiation without the requisite medical kit or medpac.

Prerequisite: Jedi Healer, *vital transfer*

Jedi Healer – Donovan Morningfire

You are trained in the Treat Injury skill. Additionally, patients under your care move +1 step along the condition track as a result of a successful Treat Injury check or Use the Force check made to activate the vital transfer power.

Prerequisite: Trained in Knowledge (life sciences)

Jedi Guardian

Battle Meld – Donovan Morningfire

As a swift action, you can spend a Force Point to activate this talent. For the rest of the encounter, anytime you use the Aid Another action to aid a skill check or an attack roll (*Saga Edition Core Rulebook*, page 151) you provide the benefit to all allies within 6 squares.

If used during starship combat, the talent benefits all allies within 6 squares at starship scale.

Mettle – Donovan Morningfire

Once per encounter, when using the Resilience talent (*Saga Edition Core Rulebook*, page 40) or the Recover action (*Saga Edition Core Rulebook*, page 154) and you are at one-half your total hit points or less, you heal a number of hit points equal to your level.

Prerequisite: Resilience, trained in Endurance

Guardian's Insight – Donovan Morningfire

Once per round, you may spend a Force Point to re-roll a failed attack roll. However, you must accept the second roll, even if it is worse result.

Jedi Sentinel

Force Track – Donovan Morningfire

You may substitute your Use the Force check modifier for your Survival check modifier when attempting to track someone. You are not considered trained in Survival for any purpose other than attempting to track someone. If you are entitled to a Survival check re-roll for tracking, you may re-roll your Use the Force check instead (subject to the same circumstances and limitations).

Intuit Danger – Donovan Morningfire

You may substitute your Wisdom modifier for your Dexterity modifier when determining your Reflex Defense. Any condition that would cause you to be denied your Dexterity modifier to Reflex Defense causes you to be denied your Wisdom modifier as well.

Prerequisites: *farseeing*

Sentinel's Insight – Donovan Morningfire

You can re-roll Perception checks made to avoid surprise or search (*Saga Edition Core Rulebook*, page 71), keeping the better of the two results.

Prerequisite: Trained in Perception

Noble [Lineage]

Cross-Training – Donovan Morningfire

Select a number of skills equal to your Intelligence bonus that you are not trained in. You may now use trained-only applications of those skills, and they are considered class skills. You are not considered trained in those skills for any other purposes, and must still satisfy any requirements in order to use the skill.

Prerequisite: Intelligence 13, Educated

Gifted Entertainer – Donovan Morningfire

Select one type of performance, such as acting, dancing, singing, or playing a musical instrument. You gain a +5 bonus on Persuasion checks to entertain for that type of performance.

Favors – Donovan Morningfire

You have the ability to acquire aid and information from a long list of people. Whenever you make a Gather Information check, you may re-roll the check, however you must accept the second result, even if it is worse.

In addition, the DC for any Persuasion checks made to reduce the cost of bribe is reduced by 5.

Prerequisite: Connections, trained in Gather Information

Scoundrel [Fortune]

Savant – Donovan Morningfire

Select one of the following skills: Knowledge (single category), Mechanics, Perception, Use Computer. When making a re-roll for that skill, you may keep the better result.

Prerequisite: Knack, trained in the skill chosen.

Scoundrel [Misfortune]

Opportunist – Donovan Morningfire

At the start of your turn, you may spend a Force Point. Until just before the start of your next turn, you can make an attack of opportunity against an opponent who has just been struck for damage by another character.

Prerequisite: Combat Reflexes

Quick Strike – Donovan Morningfire

When attacking with a light melee weapon, a lightsaber, or any other weapon that can benefit from the Weapon Finesse feat, you do an additional point of damage on a successful attack.

Prerequisite: Weapon Finesse

Scout [Survivor]

Adrenaline Surge – Donovan Morningfire

You can spend a swift action to gain a +1 morale bonus to your attack rolls and to your defense scores until the end of your next turn, at which time you move two steps along the condition track.

Prerequisite: Extreme Effort

Soldier [Commando]

Combat Instincts – Donovan Morningfire

When one or more allies use the Aid Another action to give you a bonus to your attack roll, you gain a circumstance bonus equal to the total bonus provided to your damage roll.

Prerequisite: Battle Analysis

Grenadier – Donovan Morningfire

You roll an additional die of damage when attacking with any weapon that has a burst radius.

Elite Trooper [Weapon Master]

Heavy Gunner – Donovan Morningfire

When attacking with an autofire-capable weapon, you may deal +1 die of damage. This increased damage die stacks with the increased damage from the Burst Fire feat.

Prerequisites: Strength 15, Controlled Burst, Weapon Group Proficiency (heavy)

Twin Attack – Donovan Morningfire

Choose either an exotic melee weapon or weapon group with which you are proficient. You take no penalty on your attack roll when using the Rapid Strike feat with such weapons.

You may select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with chosen exotic melee weapon or weapon group

Force Adept

Battle Precognition – Donovan Morningfire

You may substitute your Wisdom modifier for your Dexterity modifier when determining your Reflex Defense.

Prerequisite: Force Perception

Jedi Knight [Duelist]

Twin Attack (lightsabers) – Donovan Morningfire

You take no penalty on your attack on your attack roll when using the Rapid Strike feat with a weapon in the lightsabers weapon group.

Prerequisite: Weapon Focus (lightsabers)

Alter

Force Prodigy – Donovan Morningfire

You have an extraordinarily strong connection to the Living Force. Whenever you roll a natural 20 on a Use the Force check, you gain one temporary Force Point. If the Force Point is not used by the end of the encounter, it is lost.

You cannot take this talent if you already possess the Force Flow (*Knights of the Old Republic Campaign Guide*, page 52) talent, and vice versa.

Prerequisite: Strong in the Force

Kinetic Might – Donovan Morningfire

Once per round, you can choose to re-roll a Use the Force check made to activate one of the following powers: Force disarm, Force grip, Force slam, Force thrust, move object, or repulse. You must accept the second roll, even if it is a worse result.

Transfer Force – Donovan Morningfire

Once per encounter as a swift action, you can sacrifice one of your Force Points to give one ally within line of sight a temporary Force Point. If this Force Point is not used by the end of the encounter, it is lost.

Prerequisite: vital transfer

Control

Force Concealment – Donovan Morningfire

As a swift action, you can spend a Force Point to gain a +5 bonus to resist Use the Force skill checks made to Sense Force for the rest of the encounter.

Force Stealth – Donovan Morningfire

You can make a Use the Force check instead of a Stealth check. You are considered trained in Stealth for the purpose of using this talent. If you are entitled to a Stealth check re-roll, you may re-roll your Use the Force check instead (subject to the same circumstances and limitations).

Mettle – Donovan Morningfire

Whenever you score a critical hit on an attack, you gain bonus hit points equal to your character level. Bonus hit points are consumed before normal hit points, and unused bonus hit points go away at the end of the encounter. Bonus hit points from multiple sources do not stack.

Trust the Force – Donovan Morningfire

Once per day, you can spend a Force Point as a free action to treat the next attack roll or skill check you make during your current turn as a modified 20, in effect “taking 20” on the roll, even if you would be prevented from doing so.

Prerequisite: Strong in the Force

Velocity – Donovan Morningfire

At the start of an encounter when you make an Initiative skill check to determine your place in the order of combat, you can activate surge as a reaction, gaining a +10 Force bonus to your Initiative check result.

Prerequisite: surge

Sense

Battle Precognition – Donovan Morningfire

Once per encounter, you may spend a Force Point to gain a +1 insight bonus to your Reflex and Will Defense scores for the remainder of the encounter or until you are knocked unconscious.

Prerequisite: Force Perception

Instinctive Astrogation – Donovan Morningfire

You can use your Use the Force check modifier instead of your Use Computer check modifier when making astrogation checks. If you are entitled to a Use Computer check re-roll, you may re-roll your Use the Force check instead (subject to the same circumstances and limitations).

Prerequisite: Force Pilot

Machine Empathy – Donovan Morningfire

You can make a Use the Force check instead of a Mechanics check. You are considered trained in Mechanics for the purpose of using this talent. If you are entitled to a Mechanics check re-roll, you may re-roll your Use the Force check instead (subject to the same circumstances and limitations).

Psychometry – Donovan Morningfire

While touching an inanimate object, you can spend a Force Point and make a Use the Force check (DC 15) to perceive past events as though you were present for those events. For one minute, you may perceive a number of past events equal to your Wisdom modifier.

Special: On a natural 20, you may perceive twice the number of past events. The expenditure of an additional Force Point decreases the time spent to a standard action. **Note:** Kiffar receive this talent at the expense of the bonus feat that baseline humans receive.

Prerequisite: Force Perception

Dark Side

Blast of Hatred – Donovan Morningfire

You can create balls of unnatural energy, enabling you to make a ranged attack roll against the Reflex Defense of one target within 12 squares and line of sight, dealing 2d6 points of energy damage to the target on a successful attack. Using this talent increases your Dark Side score by 1.

Prerequisite: Power of the Dark Side

Dark Dream – Levistus

Whenever you use the *farseeing* Force power on a sleeping target, you can spend a Force point and extend the casting time to a full-round action. Doing so allows you to impose nightmares upon the target in the form of present or upcoming disasters. These nightmares are disguised as premonitions in the Force, and can take any form you choose (such as a loved one dying in childbirth, or a betrayal by a close friend).

When the target awakens from these nightmares, he moves -1 persistent step down the condition track, which can only be removed by resting for 8 hours without being further interrupted by the use of this talent. The use of this talent increases your Dark Side Score by 1.

Prerequisites: Force Perception, *farseeing*

Dark Power – Donovan Morningfire

You can spend a Force Point to increase the result of a Use the Force skill check made to activate a Force power with the [dark side] descriptor.

Prerequisites: Dark Side Savant

Force Crush – Donovan Morningfire

When using a Force power that inflicts damage, you treat the target's threshold as though it were 5 points lower when determining if the target moves along the condition track.

Prerequisite: Power of the Dark Side, Swift Power

Sith

Vengeful Spirits – Levistus

You can spend a Force Point as a standard action to call upon the vengeful spirits of the ancient Sith. Doing so grants you 3 followers with the Vengeful Spirit template presented below (see page 32 of the *Clone Wars Campaign Guide* for the full rules on followers). These followers appear in any unoccupied square adjacent to you, and last until the end of the encounter (at which point they vanish). This talent can be used only once per encounter.

Prerequisites: Dark Side Adept, Dark Side Master

Force Crush – Donovan Morningfire

Force Crush (*new*): Whenever you successfully activate a Force power with the *[dark side]* descriptor that causes the target to move down the condition track, they gain a persistent condition, which can be removed if the target receives surgery (for living beings) or repairs (for droids, objects, and vehicles).

Prerequisite: Dark Side Adept, any one Force technique

The Vengeful Spirit – Developed by Levistus

This spirit is all that remains of a long-deceased Sith. Even in death, they are stronger and much more aggressive than the typical follower.

Defenses A Vengeful Spirit gains a +1 bonus to their Fortitude, Reflex, and Will Defense.

Base Atk Bonus A Vengeful Spirit uses the Jedi class's base attack bonus progression (see page 38 of the *Saga Edition* core rulebook).

Ability Scores A Vengeful Spirit gains a +2 bonus to Strength or Dexterity (your choice).

Trained Skills Vengeful Spirits are trained in Use the Force.

Feats Vengeful Spirits gain Weapon Proficiency (Lightsabers) or Weapon Proficiency (Simple Weapons) (your choice). They also gain Force Sensitivity.

Equipment A Vengeful Spirit begins play with either a Lightsaber or a Sith War Sword (your choice). This equipment is insubstantial, and disappears if the spirit is slain (along with the spirit itself).

Special Qualities All Vengeful Spirits have the following special qualities, as detailed below.

Dark Rage: A Vengeful Spirit gains a +2 Rage bonus on melee attack rolls and melee damage rolls. However, they cannot use skills or perform tasks that require patience or concentration.

Insubstantial Form: Vengeful spirits gain Damage Reduction 2 against all attacks, including attacks from Lightsabers.

Bound to the Dark Side: Unlike normal followers, all Vengeful Spirits have 1 Force point. Also, their Dark Side Score always equals their Wisdom Score.

New Talent Trees

Noble [Presence] – Donovan Morningfire

Allure

You may choose to re-roll any Deception check (see *Saga Edition Core Rulebook*, pages 64-66) made to seduce a target or a Persuasion check (see *Saga Edition Core Rulebook*, page 71) made to change a target's attitude. However, you must accept the second roll, even if it is a worse result.

Captivate

As a full-round action, you can beguile one or more targets of your choice within 6 squares and line of sight, making a Persuasion check against their Will Defense. If successful, the targets suffer a -5 penalty to Perception checks for one round. You can keep the targets captivated as a full-round action each subsequent round and making a new Persuasion check. The effect immediately ends if the targets are attacked or threatened.

Prerequisite: Allure

New Feats

Agile Riposte (modified from d20 Modern System

Resource Document) – Donovan Morningfire

You are able to attack when your opponent is most vulnerable – the same instant they strike you.

Prerequisites: Dexterity 13, Combat Reflexes, Dodge

Benefit: Once per round, when an opponent makes a melee attack against you and misses, you may make an immediate attack of opportunity against that opponent.

Alertness – Donovan Morningfire

You are always on the lookout for trouble.

Prerequisite: Dodge, Trained in Perception

Benefit: You are not considered flat-footed at the start of combat.

Special: You do not gain this feat's benefits if you are caught by surprise.

Banter – Donovan Morningfire

Your never-ending stream of chatter serves to annoy your enemies to no end.

Prerequisite: Trained in Deception

Benefit: As a standard action, you can make a Deception check against the Will Defense of a single target within 6 squares and your line of sight. If successful, you temporarily rattle the target, causing them to suffer a -2 penalty to their attack rolls until the end of your next turn.

Brute – Donovan Morningfire

You prefer to let your muscles do the talking.

Prerequisites: Strength 13

Benefit: Once per encounter, when you fail a Persuasion check to intimidate (*Saga Edition Core Rulebook*, page 71), you can immediately re-roll the check, adding your Strength modifier to the result of the second result. However, you must accept the second roll, even if it is a worse result.

Carouser (modified from Conan d20 RPG) – Donovan

Morningfire

You can drink others under the table and never suffer the aftereffects.

Prerequisites: Constitution 13, trained in Endurance, character level 5th

Benefit: You gain a +5 circumstance bonus to Fortitude Defense to resist the effects of poison, and even after a raucous night of partying, you heal as though you had a full night's rest.

Special: Scoundrels can select this feat as one of their class bonus feats.

Easily Repaired (modified from d20 Future Player's

Companion) – Donovan Morningfire

Your design makes performing repairs on you much more efficient than most droids.

Prerequisite: Must be a droid

Benefit: When someone uses the Mechanics skill to repair you, you recover hit points equal to twice your level. When using

Mechanics to repair yourself, you only suffer a -2 penalty to your check result.

Improved Grab – Donovan Morningfire

You can quickly get your hands on an opponent.

Prerequisite: Martial Arts I, Base attack bonus +1

Benefit: If you hit with an unarmed attack, you may make an immediate grab attempt as a swift action.

Special: If you have the Pin and/or Trip feats, you may use this feat to initiate a grapple after making a successful unarmed attack.

Soldiers can select this as one of their class bonus feats.

Improvised Tools – Donovan Morningfire

You have learned to make do without having the right tools at hand.

Prerequisites: Intelligence 13, trained in Mechanics

Benefit: You can make Mechanics skill checks to Disable Device, Handle Explosives, Modify Droid, and Repair without requiring the proper tools.

Special: Scouts and Scoundrels can select this feat as one of their class bonus feats.

Marksman – Donovan Morningfire

Your ranged attacks are invariably lethal.

Prerequisites: Deadeye, base attack bonus +8

Benefit: If you aim and your ranged attack hits, you deal additional damage equal to one-half your level.

Special: Scoundrels and Soldiers can select this feat as one of their class bonus feats.

Medical Expertise – Donovan Morningfire

You have a gift for healing the injuries of others.

Prerequisite: Intelligence 13, trained in Treat Injury

Benefit: Patients under your care recover additional hit points equal to your Intelligence modifier when you successfully use Treat Injury for First Aid, Long-Term Care, and Heal Damage.

Special: Nobles can select this feat as one of their class bonus feats.

Sabacc Face (modified from d20 Modern Player's

Companion) – Donovan Morningfire

You are adept at hiding your feelings and emotions from others.

Prerequisite: Wisdom 13

Benefit: When other characters use Perception to sense deception or sense influence on you, they suffer a -5 circumstance penalty to their check result.

Salvage Expert – Donovan Morningfire

You have a talent for obtaining useful parts from damaged equipment.

Prerequisite: Trained in Mechanics

Benefit: You may make a DC 20 Mechanics check as a full-round action to salvage useful parts from a destroyed object. These parts provide you a +5 circumstance bonus on your next Mechanics check made to jury-rig an object.

Skill Mastery – Donovan Morningfire

You've learned how to keep your cool in stressful situations and focus on the task at hand.

Prerequisites: Wisdom 13, Skill Focus (chosen skill), character level 5th

Benefit: Select any one skill in which you are trained except Use the Force. You gain the ability to take 10 on checks for that skill, even if stress and distractions would normally prevent you from doing so.

Special: You may select this feat multiple times. Each time you select it, choose a different trained skill. Scouts can select this as one of their class bonus feats.

Talented – Donovan Morningfire

You are more adept at using certain skills than others.

Benefit: You gain a +2 competence bonus with two trained skills of your choice.

Special: This feat may be selected multiple times, but each time you do so, you must select a different pair of trained skills. Nobles and Scoundrels can select this as one of their class bonus feats.

Two-Weapon Defense – Donovan Morningfire

Your two-weapon style increases both your offense and defense.

Prerequisite: Dual Mastery I, Base attack bonus +1

Benefit: When wielding a double weapon or two weapons, you gain a +2 dodge bonus to your Reflex Defense. This does not include unarmed strikes or natural weapons.

Special: Jedi and Soldiers can select this as one of their class bonus feats.

Weapons Akimbo (modified from d20 Modern Player's Companion) – Donovan Morningfire

You are skilled at delivering a flurry of attacks while on the move.

Prerequisite: Dexterity 15, Dodge, Dual Weapon Mastery I

Benefit: When attacking with two weapons, you may attack with both of them as a standard action. However you suffer an additional -2 penalty to your attack roll in addition to the other penalties for fighting with two weapons.

Special: Scoundrels and Soldiers can select this as one of their class bonus feats.

New Force Powers

Concentration [Light Side] (modified from SWD6 R&E

Core Book, West End Games) – Donovan Morningfire

You can focus on a single task with astounding results. **Time:** Swift action. **Target:** You.

Make a Use the Force check (DC 15). If successful, you gain a +5 Force bonus to your next attack roll or skill check made during the same round.

Special: You can spend a Force Point to increase the Force bonus to +10. A character with one or more Dark Side Points cannot spend a Force Point in this manner.

Force Light [Light Side] (modified from Power of the Jedi Sourcebook, Wizards of the Coast)

– Donovan Morningfire

You can channel the Force into blasts of light side energy, wiping away the dark side's corrupting influence. **Time:** Standard action.

Target: All targets within a 6 square burst and line of sight.

Make a Use the Force check. Compare the result to the Will Defense of all living targets within 6 squares of you and who have a Dark Side Score greater than 0. If the result equals or exceeds the targets' Will Defense, they are moved one step along the condition track and have their Dark Side score reduced by one.

Special: You may spend a Force Point to move the affected targets two steps along the condition track and lower their Dark Side Score by 1d4 points.

Force Shield – Donovan Morningfire

You use the Force to deflect incoming attacks. **Time:** Move action.

Target: You.

Make a Use the Force check. You gain a Shield Rating value of one-half your result, rounded down to the nearest multiple of 5. This Shield Rating lasts for 10 rounds or until depleted, whichever occurs first.

Special: You can spend a Force Point as a reaction to restore 5 points to your Shield Rating, or you can spend a Destiny Point to completely restore your Shield Rating from this power.

Gaze of Darkness [Dark Side, Mind Affecting] – belagoflame

You glare at your enemy and your eyes flare with red rage, blinding your foe and making him reel under your mental assault. **Time:**

Standard action. **Target:** One creature within 12 squares and within line of sight.

Make a Use the Force Check. Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target is blinded until the end of your next turn. This is a fear effect.

Special: You can maintain the Gaze of Darkness power from round to round, extending the normal duration. Maintaining the Gaze of Darkness power is a standard action. You can spend a Force Point to deal 2d6 points of damage in addition to the normal effect of this power.

Hatred [Dark Side] (modified from Dark Side

Sourcebook, Wizards of the Coast) – Donovan Morningfire

You release your anger and hatred in a wave of damaging Force energy. **Time:** Standard action. **Target:** All targets within a 6 square burst and within line of sight.

Make a Use the Force check. Compare the result to the Damage Threshold of all targets within 6 squares of you. If the result equals or exceeds the targets' Damage Threshold, they take 2d6 points of damage and are moved one step along the condition track. If the result is less than any target's Damage Threshold, it only takes half damage and does not move along the condition track.

Special: You can spend a Force Point to deal an additional 1d6 points of damage to all targets within range.

Inflict Pain [Dark Side] (modified from SWd6 R&E Core Book, West End Games) – Donovan Morningfire

You render a foe helpless with pain. **Time:** Full-round action. **Target:** One character within 6 squares or line of sight.

Make a Use the Force check. If your check result equals or exceeds the target's Damage Threshold, it cannot take any action that requires movement or concentration until the beginning of your next turn.

Special: You may maintain your concentration on the targeted creature to continue the effect from round to round. Maintaining Inflict Pain is a standard action, and you must make a new Use the Force check each round. The effect ends if your check result is less than the target's Fortitude Defense. You can spend a Force Point to move the target one step down the condition track if your check result exceeds the target's threshold.

Repulse – Donovan Morningfire

You create a wave of energy that blasts surrounding enemies. **Time:** Standard action. **Target:** All adjacent targets.

Make a Use the Force Check. The result of the check determines the result, if any:

DC 15: All adjacent targets take 4d6 points of damage. If your Use the Force check equals or exceeds the target's damage threshold, it is pushed back 1 square.

DC 20: As DC 15, except the targets are pushed back 2 squares.

DC 25: As DC 15, except the targets are pushed back 2 squares and knocked prone.

Special: You can spend a Force Point to deal an additional 2d6 points of damage to adjacent targets.

Siphon Life Force [Dark Side] – Levistus

You have the ability to feed on the diminishing life force of those you kill, using their strength to augment your own. **Time:** Reaction **Target:** You.

Make a Use the Force Check. Do this as a reaction immediately after you land a killing blow on a living opponent. The result of the check determines the effect, if any:

DC 25: You gain 1 temporary Force Point and move +1 step on the condition track. Temporary Force Points gained in this manner do not stack with temporary Force Points from other sources, including other uses of this power. If these Force Points are not used by the end of the encounter, they are lost.

DC 30: As DC 25, except that you gain 2 temporary Force Points.

DC 35: As DC 25, except that you gain 3 temporary Force Points.

Special: Upon a successful roll, you can immediately spend one temporary Force Point to gain a +3 Force bonus on your Use the Force checks until the end of your next turn.

Sith Curse [Dark Side, Mind Affecting] – Levistus

Using ancient Sith knowledge, you can curse an enemy, making him more vulnerable to your attacks. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 20: Choose one of the Target's defense scores. Until the end of your next turn, you may treat that defense score as though it were 1 lower for the purpose of any ability you direct at them.

DC 25: As DC 20, except you may treat the defense score as though it were 2 points lower than its actual value.

DC 30: As DC 20, except you may treat the defense score as though it were 5 points lower than its actual value.

Special: You can spend a Force Point to actually lower the value of the chosen defense score, allowing allies to benefit from this power as well.

Sith Word [Dark Side, Mind Affecting] – Levistus

You focus your anger and hatred on your enemy and utter a Sith Word, causing them great pain and crushing their will. **Time:** Standard Action **Target:** One living creature within 12 squares and within line of sight.

Make a Use the Force Check. Make one roll and compare the result to the target's Will Defense. If the result equals or exceeds the target's Will Defense, it takes 3d6 points of Force damage and suffers a -2 penalty to Will Defense for the rest of the encounter.

Special: You can spend a Force Point to deal an additional 2d6 points of damage with this power.

Summon Storm (modified from Dark Side Sourcebook, Wizards of the Coast) – Donovan Morningfire

You use the Force to manipulate the atmosphere to create rain, winds, and thunder. **Time:** One full-round. **Target:** 10 square burst radius, centered on you.

Make a Use the Force check. Compare the result to the Fortitude Defense of all targets within your area of effect. If the result exceeds their Fortitude Defense, they take a -2 penalty to attack rolls and skill checks while within your radius of effect. Otherwise, they are unaffected.

Special: You initiate this power on your turn, but it does not take effect until the start of the next turn. You can maintain this power as a standard action, making a new Use the Force check. If you suffer damage while maintaining battle meditation, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain concentration on this power. You can spend a Force Point when activating this power to increase the penalty to -5 if you exceed the target's Fortitude Defense or a -2 penalty if you do not.

Torment [Dark Side, Telekinetic] - Levistus

You use the Force to crush, prod, and otherwise inflict pain upon sensitive areas of your target's anatomy, causing them great pain and crushing their will. **Time:** Standard Action. **Target:** One living creature within 12 squares and within line of sight.

Make a Use the Force Check. Make one roll and compare the result to the target's Will Defense. If the result equals or exceeds the target's Will Defense, it takes 3d6 points of Force damage and suffers a -2 penalty to Will Defense for the rest of the encounter.

Special: You can spend a Force Point to deal an additional 2d6 points of damage with this power.

STAR WARS D6

Authors' note: The following section of this chapter consists of material to be used with the Star Wars D6 ruleset. Please refer to Cheshire and Gry Sarth's converted Force powers summaries that may be found in the following supplements (provided that they are not listed here): *Force Powers* by Cheshire and Gry Sarth can be found on the following website: <http://krapz.free.fr/>

CONTROL POWERS

Art of the Small (Control) - Developed by Forceally

Control Difficulty: Difficult

Required Powers: *Concentration, emptiness, force of will, Force stealth, hibernation trance.*

Effect: This radical power might be the pinnacle of employing the Force for stealth purposes and the key to unlocking the ability to manipulate matter at the molecular level. With this power, a Jedi can meditate and meld oneself with the Force in such a way that the Jedi's presence in the Force shrinks down to a microscopic size. The reduction is to such a degree that even the most powerful Jedi Masters will have great difficulty in finding a Jedi in this state when trying to sense the Jedi's presence with *life detection, life sense, receptive telepathy, or sense Force*.

Because of the results of this power, a Force-user trying to sense the user of this power must first have at least 10D in his or her *sense* roll, and then make a successful Heroic roll.

Restricted: The origins of this power are unknown, though it's possible that the fallen Jedi Kreia Fallea, also known as Darth Traya, might have known this power, as it would explain how she was able to evade detection by several Jedi Masters during the Dark Wars. Despite this exception, this power should not be generally available for Jedi of that time period to learn.

The enigmatic Vergere might have learned this power on her own, or had it taught to her by someone. In any event, she taught this power to Jacen Solo and Cilghal. Cilghal, in turn, taught it to her apprentice Tekli. Upon Vergere's death, Jacen Solo, Cilghal, and Tekli are the only ones in Luke Skywalker's Jedi Order who know this power. While it is highly unlikely Jacen Solo has taught others this power, Cilghal and Tekli might have been more forthcoming towards students who wish to become Jedi healers. As a result, while this power has greater availability to the Jedi of Luke Skywalker's Jedi Order, it is still not a widely-used power. GMs must keep this in mind if they allow this power.

Burst of Speed (Adapted from SWd20, page 99)

- Developed by Gary Astleford

Control Difficulty: Moderate

Required Powers: *Enhance attribute.*

Effect: A Jedi can use this power to enhance his *move* rating, increasing his running and walking speeds dramatically for a short period of time. Both the duration and *move* increase are determined by the amount the Jedi's *Control* roll exceeds the difficulty. The duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Control Roll >	Move	
Difficulty By:	Increase	Duration
0-8	+5	4 Rounds
9-20	+10	3 Rounds
21+	+15	2 Rounds

Channel Rage (Adapted from "Rage", DSS, page 18)

- Developed by Gary Astleford

Control Difficulty: Easy.

This power may be kept up.

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: This power channels the character's anger and rage into a berserk fury, which increases his prowess in battle. Game effects include a temporary +2D bonus to Strength, and a -1D penalty to all defensive skill rolls. Raging characters are unable to perform any action or Force power that requires patience and/or concentration. When use of Channel Rage ends, the user loses 2 pips from his Strength die code for every round the power was kept up. (reducing his Strength die code to a minimum of 1D).

Crucitorn - Developed by Forceally

Control Difficulty: Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters.

This power may be kept up.

Required Powers: *Concentration, control pain.*

Effect: This power is almost identical to *control pain*. The big difference between the two is that with this power, the user doesn't need to make a new roll whenever the user is injured again.

Source: *Jedi Academy Training Manual*, page 24.

Pall of the Dark Side - Developed by dhawk

Control Difficulty: Difficult.

Required Powers: *Concentration.*

Warning: Anyone who uses this power receives a Dark Side Point.

Effect: This power allows a character with Dark Side points to conceal her Force sensitivity from other characters. In game terms, any time a Jedi rolls their *sense Force potential* power to detect the player's Force sensitivity, the player may immediately roll control to activate Pall of the Dark Side. This roll does not incur a multiple action penalty. If the roll is successful, then she may add half of her Dark Side score to her control roll to resist detection (were normally, a character would only roll her control roll to resist being detected).

Example: Jedi Master Ambelled Daru suspects that Darth Arius is Force-sensitive. Ambelled Daru rolls a 28 on his *sense* roll to *sense Force potential*. Darth Arius immediately activates *pall of the dark side*. He rolls a 23 on his *control* roll, successfully activating the power. He then adds half of the number of Dark Side points to his roll (in this case, half of 12 is 6) for a total of 29. His new score exceeds Ambelled Daru's roll, and thus Ambelled Daru's attempt to *sense Force potential* fails.

Source: *Clone Wars Campaign Guide* (page 31).

SENSE POWERS

Force Shot (SWG#9, sidebar, page 92) - Developed by Gary

Astleford

Sense Difficulty: Moderate

This power may be kept up.

Required Powers: *Life detection, life sense, sense Force.*

Warning: Anyone who uses this power to harm a helpless character receives a Dark Side Point.

Effect: This power is used to increase a character's accuracy with missile weapons against hidden or concealed targets. If successful, the Force-user may add his *sense* dice to his ranged attack rolls against an organic/living target that is either fully or partially concealed, be it behind a wall, through smoke, or in darkness or shadow. At least some portion of the target must be concealed by some degree of cover for this power to be effective. This power is called on at the start of a battle, and remains "up" until the Jedi is stunned, wounded, or worse. Any Jedi who has been stunned or wounded may attempt to activate the power again.

Guided Attack (SWG#9, sidebar, page 92) - Developed by Gary

Astleford

Sense Difficulty: Target's Control or Perception roll

This power may be kept up.

Required Powers: *Combat sense, farseeing, life detection, sense Force.*

Warning: Anyone who uses this power to harm a helpless character receives a Dark Side Point.

Effect: By successfully using this power and studying a single opponent for two full rounds, a character can anticipate that opponent's reactions in combat. This effectively reduces the opponent's defense dice rolls made to evade the character's attacks by half for the duration of the combat, or until the character using this power is stunned, wounded, or worse.

Sense Surroundings (PotJ, page 29) - Developed by Gary

Astleford

Sense Difficulty: Easy.

This power may be kept up.

Required Powers: *Magnify senses, sense Force.*

Effect: This power allows a Force-user to extend his senses through the Force, permitting him to fight and make *search* checks despite darkness or obstruction. This power doesn't duplicate the *magnify senses* power, but it does allow a character to perceive things normally through the Force instead of through a normal sense. This power can only be used to counter either blindness or deafness. In order to counteract both lack of sight and sound, the power would need to be used twice (thus granting a multiple action penalty).

Shatterpoint Sense - Developed by Gry Sarth and Cheshire

Sense Difficulty: Very Difficult for present events, Very Difficult for future events (adding an additional +10 for events that are not in the immediate future).

Required Powers: *Emptiness, hibernation trance, sense path, postcognition, sense Force, farseeing, life sense.*

Time to use: One minute.

Effect: This power allows the Jedi to reach out through the Force and view the events and people around him in such a way that reveals their interconnectedness. The power extends through the Force to see the ever-changing sea of events in terms of their probability and causality; however, it only allows the Jedi to understand connections between people and events. When viewing these events and connection, the power creates an vision in the Jedi's mind allowing them to view reality as though it were a crystal or gem. It allows them to view multiple facets, as well as viewing faults and veins as they run through the gem (the faults being the connections of causality and destiny that bind people together). Many of the interconnections create shatterpoints, important linchpins in destiny. Having this understanding of these shatterpoints allows the Jedi to potential to strike the gem in hopes to shape events to the greater good.

However, the power has several limitations. *Shatterpoint sense* will not reveal much additional factual information about the universe. If a Jedi were to have reached out to Chancellor Palpatine through *shatterpoint sense*, they would discover a strong (and growing) connection between Palpatine and Anakin Skywalker. It would not reveal that Palpatine was a Sith Lord, nor would it reveal Anakin's destiny to become a Sith Lord. However, in order to get a vision of Anakin's shatterpoints, the Jedi would separately have to focus on Anakin, where he would see a strong connection to both Palpatine and Padmé Amidala. Furthermore, the power would not allow them to understand the nature of Anakin's connection to Padmé, or understand that they were secretly married.

In game terms, this power functions very well as a plot device. It can add a direction or richness to the intrigue of a campaign. Visions through *shatterpoint sense* are always imperfect, and thus gamemasters are discouraged from revealing too much information. The player must choose to focus on one character, and if he makes the difficulty, the gamemaster may reveal that there is a strong connection between that character and others. If the player exceeds the difficulty by 5, then the GM may reveal the strength of those connections, or whether or not they are growing or waning in strength. If the player exceeds the difficulty by 10, then the gamemaster may reveal whether or not there is a taint of the Dark Side in those connections.

Shatterpoint Strike - Developed by Gry Sarth and Cheshire

Sense Difficulty: Very Difficult.

Required Powers: *Emptiness, hibernation trance, sense path, farseeing, life sense, shatterpoint sense.*

Effect: *Shatterpoint strike* is a very rare power that allows a Jedi to see faults and fissures within objects, much like faults of a gem. These faults may exist because of previous interactions with the Force (such as prior healings that may be undone), or natural fissures which occasionally occur. Such fissures may only exist for the briefest moment, and can disappear with very little provocation, such as a slight movement of the person or object. These faults will generally make the object or person much more vulnerable to attack. Just as striking on the fault of a gem may cause it to shatter, striking a shatterpoint will easily destroy a person or object. In game terms, if the gamemaster determines that a shatterpoint exists within a person or object, the Force-user may make his rolls to sense it. The Force-user must then, as a separate action, make an attack that same round to strike the shatterpoint. When the target rolls to resist damage, the damage resistance total is reduced by half. For every +10 that the Force-user exceeds the difficulty, the resistance total is reduced by another -5.

ALTER POWERS

Force Flight (Adapted from RCRBd20, page 108)

- Developed by Gary Astleford

Alter Difficulty: Equal to the number of meters the Jedi wishes to move himself (20 meters maximum).

Required Powers: *Concentration, telekinesis.*

Effect: Using this power instead of walking, a Force-user can physically move himself several meters either horizontally or vertically. The difficulty of the *alter* roll for this ability is equal to the number of meters that the Jedi wishes to move himself, but under no circumstances can the distance be greater than 20 meters. If the Force-user has not landed by the end of the round, he may suffer falling damage (GM's discretion).

Source: *Clone Wars Campaign Guide*, page 51.

Force Push (Adapted from SWd20, page 86) - Developed by

Gary Astleford

Alter Difficulty: Target's *control* or *Strength* roll, modified by proximity.

Required Powers: *Concentration, telekinesis.*

Effect: With this power, a Jedi may use the Force to push up to four adjacent targets backwards, possibly knocking them prone. Each target past the first incurs a -1D penalty on the Jedi using the power (i.e., 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty). Each target makes either a *control* or *Strength* roll to resist, and the acting Jedi's *alter* roll result is compared to each result in turn to determine the effects. A target that is knocked back into a wall or other solid object takes 2D damage, in addition to any other effects.

Alter Roll >

Difficulty:	Effect
0-5	Target(s) pushed back 1 meters, make Easy Dexterity roll or fall.
6-10	Target(s) pushed back 2 meters, make Moderate Dexterity roll or fall.
11-15	Target(s) pushed back 3 meters, make Difficult Dexterity roll or fall.
16-20	Target(s) pushed back 4 meters, make Very Difficult Dexterity roll or fall.
21+	Target(s) pushed back 5 meters, make Heroic Dexterity roll or fall.

Force Strike (Adapted from RCRBd20, page 88)

- Developed by Gary Astleford

Alter Difficulty: Target's *control* or *Perception* roll, modified by proximity.

Required Powers: *Concentration, injure/kill, life detection, life sense, telekinesis.*

Warning: A character who uses this power to injure a living being (or beings) automatically receives a Dark Side Point.

Effect: With this power, a Jedi may use the Force to strike up to four adjacent targets. Each target past the first incurs a -1D penalty on the Jedi using the power (i.e., 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty). Each target makes either a *control* or *Perception* roll to resist the attack, and the acting Jedi's *alter* roll result is compared to each result in turn to determine the effects.

Alter Roll >	
Difficulty By:	Effect
0-9	Target suffers 3D Damage
10-19	Target suffers 4D Damage
20+	Target suffers 5D Damage

Note: It seems as if this power was made to replace the "Force Push" power in SWd20. Each has a different effect, so feel free to use them both if you like.

Force Light (PotJ, pages 12-13) - Developed by Gary Astleford

Alter Difficulty: Very Easy.

Required Powers: *Force harmony, life detection, life sense, projective telepathy, receptive telepathy.*

Effect: This power allows a Jedi to channel the Force into blasts of light that can destroy dark side spirits, as well as cleanse the taint of dark side locations. This light side energy emanates out to ten meters from the power's user, affecting all dark side characters, creatures, spirits, or sites within that area. When activated, the player rolls his *alter* score and checks his success on the following table:

Alter Roll >		Dark Side	Dark Side
Difficulty By:	Character/Creature	Spirit	Site
0-10	Easy	2D+2	No Effect
11-20	Moderate	5D	No Effect
20-35	Difficult	7D+2	No Effect
36+	Very Difficult	10D	Reduce Site Power

In the case of dark side characters/creatures, those within the effective range of the power must make a *control* or *willpower* skill roll with the difficulty listed, or they will lose a Dark Side Point.

In the case of Dark Side spirits, the damage listed is inflicted upon them. If the target is a Dark Side site, its power level may be reduced.

Inspire (PotJ, page 13) - Developed by Gary Astleford

Alter Difficulty: Very Difficult, modified for proximity. *This power may be kept up.*

Required Powers: *Affect mind, battle meditation.*

Effect: With successful use of this power, a Jedi can instill great confidence in one or more of his allies. This inspiration is reflected in a +1D bonus to all ability and skill rolls made by an affected ally, and last as long as the user desires to keep it up. The number of allies who gain the bonus is determined by the success level of the initiating *alter* roll:

Alter Roll >	
Difficulty By:	Number of Targets
0-5	1-10
6-10	11-100
11-15	101-1,000
16+	1,001-10,000

Light - Developed by Forceally

Alter Difficulty: Moderate

Time to Use: One round

Effect: This power is derived from studying the Ta-Ree power: *Light*. This power allows the user to bathe an area in bright light that is of the same illumination as normal daylight for a brief period. Unlike darkness, all individuals caught within the area suffer no penalty to any vision-based attribute and skill checks. However, if this power is cast at night, those who are caught within this area are easily spotted. Others attempting to visually search at night for those caught within this area receive a +2D bonus to their *search* rolls. This power lasts for a number of rounds equal to the user's *alter* die, rounded down.

The location and range of this area of light depends on by how much the user's *alter* roll exceeds the difficulty.

Alter Roll ≥	
Difficulty By:	Effect
0-3.	10-meter sphere of light appears with the user directly at the center
4-7	10-meter sphere of light appears; the user can choose the location of the sphere's center up to 10 meters away
8-11	15-meter sphere of light appears with the user directly at the center
12-15	15-meter sphere of light appears; the user can choose the location of the sphere's center up to 15 meters away

16-19.	20-meter sphere of light appears with the user directly at the center
20-23	20-meter sphere of light appears; the user can choose the location of the sphere's center up to 20 meters away
24-27	25-meter sphere of light appears with the user directly at the center
28-31.	25-meter sphere of light appears; the user can choose the location of the sphere's center up to 25 meters away
32+	25-meter sphere of light appears; the user can choose the location of the sphere's center up to 50 meters away

Should the user or the target somehow make their way out of the affected area, the -2D penalty immediately ends.

This power can be negated by the power *darkness*.

Source: *DarkStryder Campaign: Endgame*.

Shadow Bomb (NJOS, pages 140-141) - Developed by Gary Astleford

Alter Difficulty: Special (see below).

This power may be kept up.

Required Powers: *Telekinesis*.

Effect: This power was developed in order to stealthily deliver non-propelled proton torpedoes to Yuuzhan Vong targets. Using the Force, a starfighter pilot can release his missiles, guiding them to the target by his will alone. The difficulty of this power is the difficulty to hit the target (based on a range of 1/2/4), with the difficulty further increased based on the target's speed (*Star Wars 2nd Edition Revised and Expanded*, page 127). The Force-user must keep this power up until the torpedo hits its target. A torpedo guided this manner that hits a Yuuzhan Vong target ignores any protection normally afforded by its dovin basal shields.

CONTROL + ALTER POWERS

Art of the Small (Control and Alter) - Developed by Forceally

Control Difficulty: Difficult.

Alter Difficulty: Difficult to Heroic.

Required Powers: *Art of the small (control)*, *concentration*, *emptiness*, *force of will*, *Force stealth*, *hibernation trance*, *telekinesis*.

Effect: This radical power may be the one ancient Jedi might have used to alter the nature of the universe long ago. *Art of the small* is

sometimes referred to as elemental manipulation. With this power, a Jedi can alter and manipulate matter at the molecular level, turning a substance into something completely different. Note that this is not alchemy, nor is this power associated with the dark side.

To date, this power has been used in two different ways. The first is for healing purposes. Vergere used this power to give her tears healing properties strong enough for Mara Jade Skywalker to combat the coomb spores she had been infected with for several months. Jacen Solo also used this to convert his own tears and the tears of his family into an antidote for the amphistaff venom that poisoned his uncle, Grand Master Luke Skywalker. Later, Tekli learned to alter her released pheromones so that they had properties that were therapeutic to other species.

In game terms, if the user succeeds in making the difficulty rolls, the user gains a bonus to all *first aid* rolls when treating the wounded with medicinal liquids, ointments, or vapors. The bonus depends on the *alter* difficulty, which is determined by the nature of the disease or poison the user is trying to treat. The GM determines this, but all diseases and poisons that are of Yuuzhan Vong origin have Heroic difficulties.

The other displayed use of this power was the Shaper-turned-Shamed One (and covert Supreme Overlord of the Yuuzhan Vong) Onimi's ability to create chemicals in his body which he released through nearly every aspect of his body. The chemicals can vary from deadly toxins to powerful mind-control drugs. In game terms, if the user succeeds in creating such chemicals, any individual who comes into contact with these chemicals must make at least a Very Difficult *Strength*, *stamina*, or *willpower* roll to resist them. Treating these chemicals requires a Very Difficult or Heroic *first aid* roll.

It's mentioned in *Dawn of the Jedi: Into the Void* that Lanoree Brock was skilled in elemental manipulation as well as metallurgy and alchemy. Metallurgy could refer to sword alchemy and elemental manipulation could refer to *art of the small (control and alter)*. There's no clarification on this matter as of yet, so for the time being, if a Jedi or Je'daii knows elemental manipulation, then the individual knows this power.

If one wishes to learn this power, he or she must learn *art of the small (control)* first. This prerequisite is mandatory.

Restricted: The origins of this power are unclear. There's circumstantial evidence that those Je'daii on Tython who dabbled in alchemy might have known and used this power, so for the time being, the GM should allow this power to be accessible to the Je'daii on Tython.

Since Vergere knew this power, and she was once a Jedi of the Old Jedi Order, it's possible that this power might have survived the passage of time, unlike other powers like sword alchemy. It was probably known by a few Jedi towards the end of the Old Jedi Order.

However, this power should not be generally available for a Jedi of that time period to learn.

Vergere had since taught this power to Jacen Solo and Cilghal. Cilghal, in turn, taught it to her apprentice Tekli. It is unknown if Jacen Solo had taught this power to others, but it is very likely that Cilghal has taught future Jedi healers this power, and Tekli might eventually do the same. Therefore, this power is mainly available to Jedi healers belonging to Luke Skywalker's Jedi Order. GMs must keep this in mind when allowing this power.

Developer's Note: In *The Jedi Path: A Manual for Students of the Force*, there was a reference to Jedi in ancient times being able to alter the structure of the universe. In addition, there's the aforementioned reference to Lanoree Brock knowing elemental manipulation. Granted, this "elemental manipulation" could be a part of sword alchemy or alchemy; however, there were additional references in *Dawn of the Jedi: Into the Void* to laboratories in the Temple of Anil Kesh where "chemicals are changed and transmuted", and "solids have their structures reformed". Since these references point to manipulating matter at the molecular and atomic levels, and since Vergere, Jacen Solo, and Tekli have used this power to change one substance into another, I chose to equate elemental manipulation with *art of the small (control and alter)* rather than create a new power.

Control Pregnancy - Developed by Forceally

Control Difficulty: Moderate or Difficult.

Alter Difficulty: Moderate or Difficult.

This power may be kept up.

Required Powers: *Concentration, life detection, sense Force.*

Effect: With this power, a female Jedi is able to control the rate her fetus develops, allowing her to prolong or shorten her pregnancy.

When using this power, the Jedi must first determine how she wishes to use it. Using this power to prolong the pregnancy will require a Moderate roll, while hastening the pregnancy will require a Difficult roll. The reason for the difference is that infants that are born premature generally suffer health ailments, some of which are permanent. Accelerating the pregnancy would create this risk, but by focusing on controlling the pregnancy, the Jedi is able to ensure that the fetus develops normally without any health risks. If a Jedi wishes to accelerate her pregnancy, the GM must make a Wild Die roll once a week. Should the roll be a 1, then the baby develops a problem. However, depending on how far along the pregnancy is, the expectant mother has time to correct the problem. The GM must consult the table below to determine the necessary difficulty for both *control* and *alter* rolls when attempting to correct the problem.

Note: The following table is based on a human woman. The GM must modify the timeframe accordingly for each species.

Equivalent Period of the Pregnancy	Difficulty
First trimester	Moderate
Second trimester	Difficult
Third trimester	Very Difficult

If the Jedi succeeds in making the required rolls, then the mother-to-be has corrected the problem. She can only attempt to do this once per week.

While it is generally a good idea to keep this power active at all times, in practice this is impossible to do. A pregnant Jedi can stop using this power to recover, allow her pregnancy to proceed normally, then resume at a later date. The maximum number of days allowed for this "break time", as it were, depends on the lower of the two die codes required for this power, rounded down. A Jedi can reactivate this power at any point during the break without any risk. But if the Jedi does this after the "break time" is expired, the Jedi risks having the baby develop a problem. If this happen, the GM must consult the table listed above. The Jedi also has the option of using this break period to correct any health problems the fetus might develop.

Jedi believe in the cycle of life, which includes the development of the fetus. Jedi view any tampering of this development as running counter to the natural flow of life. Thus, while the Jedi are aware of this power, they do not encourage the teaching of this power. A Jedi won't find this power in any Holocron for the same reason. Regardless, some pregnant Jedi somehow learn how to perform this power, and though their peers might frown upon their use, these Jedi aren't shunned or seen as using the dark side in using this power. Once they learn this power, these Jedi have the option of teaching this to their daughters, daughter-in-laws, or bearers of their grandchildren.

Restricted: For obvious reasons, only female Jedi can use this power. To date, there have been only two known practitioners of this power. Etain Tur-Murkan used this to accelerate her pregnancy, while Tenel Ka Djo used it to prolong her pregnancy.

Create Force Talisman (Adapted from the Force Adept Ability, SWd20, page 52) - Developed by Gary Astleford

Control Difficulty: Moderate.

Alter Difficulty: Difficult.

Required Powers: *Concentration, control another's pain, control pain, Force weapon, transfer Force.*

Effect: By using this power and spending a Force Point, a Force-user can imbue an item of personal significance with Force energy,

thereby creating a Force Talisman. A Force Talisman grants its possessor a bonus to resist Force powers, adding this bonus to any rolls made to resist hostile Force powers. A Force-user can only possess one Talisman at a time. The bonus granted by the Talisman depends on the amount by which the Force-user succeeds at his *alter* skill roll.

Alter Roll >	
Difficulty:	Effect
0-8	+2 pips
9-16	+1D
17+	+1D+1

Drain Energy (Adapted from DSS, pages 14-15) - Developed

by Gary Astleford

Control Difficulty: Very Easy for simple devices (datapads, holorecorders, droid callers), Easy for power packs (blasters), Moderate for energy cells (lightsabers, force pikes, vibro weapons) and Difficult for portable generators (E-Web repeating blasters, droids).

Alter Difficulty: Easy if the target is a non-sentient piece of equipment. If the target is a droid, the *alter* difficulty is the droid's *Strength* roll.

Required Powers: *Absorb/dissipate energy.*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: Use of this power allows a Jedi to drain the energy from power packs, energy cells, and similar power sources. This can render powered and electric equipment useless until the power source is replaced or recharged. Power generators larger than a portable generator, such as a fusion generator (used in power droids, vehicles, and ships) are too large to be drained by this ability. Using this power takes a full round. It can effect a single target within the character's line of sight up to 10 meters away. Due to the fact that this power uses Dark Side energy to siphon power, it grants the user a Dark Side Point.

Enhance Another's Attribute - Developed by Gary Astleford

Control Difficulty: Easy, modified by relationship.

Alter Difficulty: Moderate.

Required Powers: *Enhance attribute, control another's pain, transfer Force.*

Effect: A Jedi can use this power to enhance a single attribute for one being for a limited amount of time. All skills covered by the attribute are increased by the same amount for as long as the power remains in effect. An attribute increased by this power remains enhanced for the duration listed below. Both duration and attribute

increase are determined by the amount the Jedi's *Alter* roll exceeds the difficulty. Duration can be increased by spending character points – for each character point spent, the duration increases by one combat round. These points can be spent at any time before the power fades. A Jedi can only increase on attribute at a time. If a character attempts to enhance a second attribute, the first enhancement fades and the second is increased.

Alter Roll >		Attribute
Difficulty By:	Increase	Duration
0-13	+1D	3 Rounds
14-25	+2D	2 Rounds
26+	+3D	1 Rounds

Force-flash - Developed by Forceally

Control Difficulty: Moderate, limited to line of sight, modified by proximity.

Alter Difficulty: Moderate, limited to line of sight, modified by proximity.

Required Powers: *Absorb/dissipate energy, disable droid, sense Force, telekinesis.*

Time to use: One round.

Effect: This power is related to *disable droid*, and is perhaps derived from that power. A Jedi uses this power to create momentary static interference in visual surveillance and recording devices, which allows the Jedi to make their way stealthily through areas under such surveillance.

If the Jedi succeeds in activating this power, the affected surveillance device is affected for one round. If the *alter* roll succeeds by 10 or more, the device is affected for two rounds. If the *alter* roll succeeds by 20 or more, the effect lasts for three rounds.

There are limits to this power. First, this can only be used once per encounter with the targeted device. Second, this power only creates static on the visual spectrum, so this power can be used against infrared sensors, night vision cameras, cameras that see in the ultraviolet spectrum, etc. However, it doesn't affect the audio reception of the camera, so an affected device can still pick up any sound an interloper might make. Therefore, when bypassing an affected device, the Jedi must make a successful *sneak* roll to prevent the camera from detecting any noise they might make.

Developer's Note: According to the Wookieepedia, a Jedi can also use this power to create an unnatural flash of bright light that temporarily blinds opponents. However, this application sounds very much like the power *Force blinding*, a fan-made Force power already listed in Gry Sarth's *Force Powers* PDF, which can be found here: <http://krapz.free.fr/>. As such, I associate the second application listed on the Wookieepedia with the *Force blinding* power.

Force Scattering - Developed by Forceally

Control Difficulty: Moderate.

Alter Difficulty: Moderate.

Required Powers: *Concentration, Force stealth, life detection, life sense, projective telepathy, receptive telepathy.*

Effect: This power allows a Jedi to scatter his presence through an area, making it difficult for others to sense his or her exact location using *life detection, life sense, receptive telepathy, or sense Force*. Upon making a successful roll, the character uses the Force to scatter his presence across a ten-kilometer area.

If a Force-user is trying to sense the character's presence, the character can oppose the Force-user's *sense* roll with a *control* roll and an *alter* roll. If the character's *control* roll is greater than the Force-user's *sense* roll, the Force-user doesn't detect the character's presence. If the Force-user's *sense* roll beats the character's *control* roll, the character then makes an *alter* roll. If the character's *alter* roll is greater than the Force-user's *sense* roll, the Force-user knows that the character is somewhere in the area, but is unable to determine the character's exact location and ends up heading towards the location of a false presence. If the Force-user's *sense* roll is greater than the character's *alter* roll, the Force-user detects the character's exact location.

Force Weapon (adapted from the Force Adept Ability, SWd20, page 52) - Developed by Gary Astleford

Control Difficulty: Equal to the melee weapon's base difficulty (ie, a knife is Very Easy).

Alter Difficulty: Moderate.

Required Powers: *Concentration.*

Warning: A character who uses this power in order to injure or kill a helpless being immediately gains a Dark Side Point.

Effect: A Force-user with this power can temporarily imbue a non-powered melee weapon (such as a club, knife, staff, etc.) with the Force. This power can only be used on the Force-user's personal weapon, and only while he uses the weapon himself. The power lasts for five rounds, after which time it must be activated again. The amount by which the *alter* skill roll exceeds the difficulty determines how much extra damage the weapon inflicts on a successful hit.

Note: This damage will allow a weapon to exceed its listed Maximum Damage (if any):

Alter Roll >	
Difficulty:	Effect
0-8	+1 pip
9-16	+2 pips
17-24	+1D

Glowball - Developed by Forceally

Control Difficulty: 250 meter radius, Moderate; 500 meter radius, Difficult; 750 meter radius, Very Difficult; 1 kilometer radius, Heroic.

Alter Difficulty: 250 meter radius, Moderate; 500 meter radius, Difficult; 750 meter radius, Very Difficult; 1 kilometer radius, Heroic.

Required Powers: *Absorb/dissipate energy, concentration, light, telekinesis.*

Time to Use: One round.

Effect: After studying the Ta-Ree power: *Light*, the Arconan Jedi Knight Izal Waz used the knowledge to create this new power. With this power, a Jedi can gather the ambient light in space into one location, creating a sphere of light resembling a small star. The purpose of this power isn't to inflict damage upon other ships, but rather to provide cover.

Ships within the sphere aren't affected by the power and can look out at opposing targets. However, enemy craft trying to locate ships within the sphere are unable to do so. While this power is active, all ships within the sphere receive a +2D bonus to their *capital ship piloting, space transports or starfighter piloting* rolls when using them to perform a starship dodge reaction skill to avoid incoming fire.

When activated, the Jedi is at the center of the glowball. Once activated, though, it is possible for the Jedi to keep the glowball active while leaving the center, or even leaving the glowball completely. Keeping the glowball active after departing from the center adds +10 to all Difficulty rolls.

There are limits to this power. First, this power requires a lot of concentration and is very taxing. Jedi using this power for the first time will be unable to do anything else. Once the Jedi is finished using this power, the Jedi will collapse from exhaustion and will need to rest for 8 hours. As the Jedi becomes more proficient with this power, the power becomes less taxing. After the first time using this power, the Jedi can make a *stamina* roll after finishing this power to stave off the strain. If the Jedi fails the roll, he can make the same roll after subsequent uses of this power, with each use lowering the Difficulty.

Power Use	Difficulty
Second	Heroic
Third	Very Difficult
Fourth	Difficult
Fifth	Moderate
Sixth	Easy
Seventh	Very Easy

Once the roll is successful, the Jedi doesn't need to make any further *stamina* rolls, and the Jedi won't be fatigued after using this power. However, the Jedi can choose to wait until they use this power

seven times. By then, the Jedi is familiar enough with the power that the next time they use this power, making a *stamina* roll won't be necessary.

Secondly, the glowball has a fixed radius, which is determined by making successful difficulty rolls. Once active, the radius is fixed until the Jedi ends this power.

Finally, the Jedi must consider the size of the ships he wants to conceal when creating the glowball. The ships must have enough room to maneuver when making the starship dodge reaction. The Jedi doesn't need to worry about starfighter-scale ships such as starfighters, shuttles, and dropships. This also includes the Skipray blastboat, *Beta*-class shuttle, *Gamma*-class shuttle, and similar craft that are treated as capital-scale ships because of their power output. When it comes to capital-scale ships, though, the Jedi can only conceal a specific number of ships depending on their respective sizes and the size of the glowball. Consult the table below for specifics:

Glowball Radius	250-m	500-m	750-m	1-km
Ships <=100 m	3	5-7	7-9	9-11
Ships 100-150 m	2	4-5	5-7	7-9
Ships 150-200 m	1	2-3	4-5	5-7
Ships 200-250 m	N/A	2	2-3	4-5
Ships 250-300 m	N/A	1	2	2-3

Note: This power first appeared in *Star by Star*, and Izal Waz was the first to use it. Therefore, the GM should consider this power to have originated in the New Jedi Order era. Izal Waz taught this power to Mara Jade, so this power is available for Jedi from this time period on. Until records have been found depicting this power in other time periods, Jedi from the KOTOR, Prequel, Rebellion, and New Republic eras are forbidden from learning this power.

Electric Judgment - Developed by Treefrog

Control Difficulty: Difficult, +10 for each Dark Side Point the user possesses, and as modified by proximity. Limited to line of sight.

Alter Difficulty: *Perception* or *control* roll of target.

Required Powers: *Concentration, emptiness, life detection, life sense.*

Warning: A Jedi who fails to exceed the *control* difficulty, gains a Dark Side Point.

Effect: This power was developed by Jedi Master Plo Koon, in order to incapacitate an opponent, rather than to kill him/her. When used, it produces sparks of yellow or green that dance across the target. Armor does not protect a character from *electric judgment*. Since this power is Force-generated, it may be repelled with *absorb/dissipate energy*. The target may make a *Strength* roll to resist.

These sparks, if used successfully, will overload the target's nervous system, rendering him stunned unconscious for 1D minutes for each 2D of *alter* the user has (round down: a character with *alter* of 7D will cause the opponent to be stunned unconscious for 3D minutes).

Should the user not meet the *control* difficulty, then the sparks that the user has blasted the target with converts to actual damage equal to 1D for every 2D of *alter* the user has (round down: a character with an *alter* of 7D will cause 3D damage).

Hatred (Adapted from DSS, page 18) - Developed by Gary

Astleford

Control Difficulty: Moderate.

Alter Difficulty: Target's *control* or *Perception* roll.

Required Powers: *Control pain, inflict pain, injure/kill, life detection, life sense, rage, waves of darkness.*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: This power is similar to *Force scream* (see *Tales of the Jedi Companion*, page 65) but is used voluntarily. The character using this power releases his hatred into a blast of Force energy. Successful use of this power deals 3D damage to all targets within ten meters of the character, and gives each one a -1D penalty to all rolls for the remainder of the round. The effects of this power last a single round, though the duration can be increased by spending Character Points – for each Character Point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Imprint - Developed by Forceally

Control Difficulty: Varies.

Alter Difficulty: Varies.

Required Powers: *Control another pain, control pain, life detection, life sense, projective telepathy, receptive telepathy, sense Force, transfer Force.*

Effect: Throughout history, Jedi have known that when significant events occur in a particular location, it generates a disturbance in the Force and imprints the area with Force energy. For example, when Yoda defeated the Dark Jedi in the cave on Dagobah, their deaths and the subsequent explosion of their bodies imprinted the cave with the dark side. Through study, the Jedi have learned to use the Force to project their presence and thoughts into an area, thereby imprinting the area. The purpose of imprinting the area could range from leaving a sense of warning so creatures will stay away from the area to "marking" one's presence so that other Force-sensitive individuals will know that a specific individual was at that particular location.

The user must first declare how much of an imprint he intends to leave behind, and that depends on what creatures the user wants to sense the imprint.

Degree of Imprint	Sensed by Whom/What	Control Difficulty
Minor	Non-sentient creatures	Easy
Major	All	Moderate

The user must then declare the amount of area he wants to imprint. The area is a sphere centered on the user.

Radius	Alter Difficulty
1-10 meters	Easy
11-100 meters	Moderate
101-1,000 meters	Difficult
1,001-10,000 meters	Very Difficult

The imprint will not be able to convey whole messages. It will only relay feelings or impressions, such as "avoid this area" to any local fauna, or "[Name] was here" to another Force-sensitive. This power is useful when one wishes to leave a trail behind for a Force-sensitive to follow or to keep dangerous creatures from approaching the campsite while the party is sleeping. When Luke Skywalker first started his Praxeum on Yavin IV, he kept piranha beetles and other annoying insects from the Great Temple by spraying the area with insect repellent. But as more and more students arrived, the repellent proved allergic to some and poisonous to others, particularly those who have evolved from arthropods. To prevent his students from experiencing discomfort, Luke Skywalker used the Force to imprint the area with a sense of warning for these creatures. It had the same effect on these creatures as the Sith power *aura of uneasiness*; however, this power is not tainted with the dark side.

One can use this power to remove an imprint from an area as well, though this power cannot be used to remove the taint of the dark side from an area, as *Force light* would.

The user can also use this power to throw off anyone who might be using the Force to track the user. This is what Darth Bane did to Darth Zannah while he was trying to escape from the Stone Prison in *Dynasty of Evil*.

Morichro (PotJ, page 16) - Developed by Gary Astleford

Control Difficulty: Moderate, modified by proximity.

Alter Difficulty: *Perception* or *control* roll of the target.

Required Powers: *Accelerate another's healing, control another's pain, control pain, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance.*

Note: A character with more than 2 Dark Side Points cannot utilize this power.

Warning: If the target of this power dies for any reason while being under its influence, the Force-user who initiated the power gains a Dark Side Point.

Effect: This power is an offensive variation of *place another in hibernation trance*. It allows a Force-user to put someone into a trance-like state. If the target fails his *Perception* or *control* roll to resist this power, in addition to rolling a "1" on the Wild Die, the target immediately dies and the user of the power gains 1 Dark Side Point. The target can spend a Force Point to escape immediate death. When used against a living being, *morichro* has a maximum range of 10 meters. The effects are otherwise identical to the *place another in hibernation trance* power (see *Star Wars Roleplaying Game 2nd Edition, Revised and Expanded*, page 149, or *Star Wars Roleplaying Game, Revised, Expanded and Updated*, page 168).

Plant Surge (PotJ, page 14) - Developed by Gary Astleford

Control Difficulty: Varies.

Alter Difficulty: Target's *control* or *brawling parry* roll.

Required Powers: *Concentration, telekinesis.*

Effect: When used, this power causes plants (grasses, weeds, bushes, trees, etc.) to entangle target creatures, holding them fast or slowing them down. The *control* difficulty depends on the area that the Force-user wishes to affect:

Radius	Control Difficulty
2-meter radius	Easy
4-meter radius	Moderate
6-meter radius	Difficult
8-meter radius	Very Difficult

The *alter* difficulty is the *control* or *brawling parry* roll(s) of the target(s). If the Force-user succeeds in his use of the power, the targets are considered to be entangled. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their *Dexterity* scores, and can only move at half of their normal *Move* scores. Entangled characters can attempt to escape, but this requires a *Difficult Strength* check to accomplish.

Paralyze Other - Developed by Gary Astleford

Control Difficulty: Very Easy, modified by proximity.

Alter Difficulty: Target's *control* or *perception* roll, modified by proximity.

Required Powers: *Life sense, control pain, control another's pain.*

Warning: A character who uses this power in order to injure or kill a helpless being immediately gains a Dark Side Point.

Effect: The target of this power is rendered incapable of movement. The duration of the paralysis is determined by the amount the Jedi's *alter* roll exceeds the difficulty. Once the duration ends, the Jedi must use the power again.

Alter Roll > Difficulty By:	Paralysis Duration
0-10	2 Rounds
11-20	3 Rounds
21+	4 Rounds

CONTROL + SENSE POWERS

Battle Meld (NJOS, sidebar, page 146) - Developed by Gary Astleford

Control Difficulty: Easy, +2 for each person to be included in the link, modified by relationship.

Sense Difficulty: Easy, modified by proximity.

This power may be kept up.

Required Powers: *Life detection, life sense, projective telepathy, receptive telepathy.*

Effect: This power may be used to include any other Force-sensitive characters in a telepathic link. A person involved in the meld can add a +1 pip bonus to any attribute or skill rolls made for every two people that are linked together in this way. Note that only the highest modifiers for relationship and proximity are applied to this power's difficulties when it is activated. For each round the meld remains active, each participant must succeed at a Moderate *willpower* or *control* roll, or be forced out of the meld. If the Force-user who initiated the meld fails this roll, the entire link fails. The bonus granted by the battle meld applies to this *willpower* or *control* roll.

Enlighten - Developed by Gry Sarth and Cheshire

Control Difficulty: Moderate

Sense Difficulty: Easy, modified by relationship.

Required Powers: *Projective telepathy, combat sense, danger sense, life detection*

Effect: This power creates a very brief telepathic link between the Jedi and one ally within 20 meters and within line of sight. When the ally is engaged in combat, the Jedi may extend himself through the Force outward towards the opponents and to instill some of that sense in the mind of his ally to aid him in combat.

In game terms, the Jedi may select one ally in combat and that ally may choose to use the Jedi's *sense* roll total for any one of his

own actions that round. By spending a Force Point, the Jedi can make that *sense* roll total available for one more action the next round.

Source: *Legacy Era Campaign Guide* (page 54).

Sith Sorcery (Adapted from DSS, page 18) - Developed by

Gary Astleford

Control Difficulty: Difficult.

Sense Difficulty: Moderate.

Required Powers: *Enhance attribute, feed on dark side, life detection, life sense, sense Force.*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: Sith Sorcery is used to channel the spirits of dead Sith Lords into a character's body, augmenting his own natural abilities at the risk of possession. If successful, this power grants bonuses to attacks, resistance rolls, *Strength* (to resist damage only), and any use of dark side Force powers (i.e., any powers that give Dark Side Points when used). The extent of the bonus and the power's duration are determined by the amount the Jedi's *control* roll exceeds the difficulty. The duration can be increased by spending Character Points – for each Character Point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Control Roll > Difficulty By:	Bonus	Duration
0-6	+2	4 rounds
7-12	+1D	4 rounds
12-18	+1D+1	3 rounds
19-24	+1D+2	3 rounds
24+	+2D	2 rounds

Special: Whenever Sith Sorcery is used, in addition to receiving a Dark Side Point, the character opens himself up to possession by Sith spirits. He must immediately succeed in a Moderate *willpower* skill check, with the difficulty increased randomly by the amount of the bonus received. For example, a Dark Jedi beats his *control* roll difficulty by 8 points, gaining a +1D bonus. When the power fades, he must make a *willpower* roll with a difficulty of Moderate +1D. If the skill roll succeeds, there are no complications. If it fails, however, the character is possessed by a dark side spirit (see Dark Spirits sidebar on page 30).

Perfect Telepathy - Developed by Gry Sarth and Cheshire

Control Difficulty: Moderate. Increase difficulty by +5 if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound). Modified by proximity.

Sense Difficulty: Easy if the target is friendly and doesn't resist. If the target resists, the difficulty is the target's *Perception* or *control*. Modified by relationship.

This power may be kept up.

Required Powers: *Receptive telepathy, life sense, projective telepathy.*

Effect: This power allows a Jedi to communicate through the Force over great distances with his comrades. It allows him to communicate complete sentences or complicated ideas, rather than emotions and short phrases. This power may be "kept up" for several rounds to maintain the conversation and continue sending thoughts and ideas through the Force.

A target will immediately understand that the mental messages are not her own thoughts, and that they belong to the user of the power. If the Jedi does not identify himself, the target may not know who is projecting the thoughts to her. This power can only be used to communicate with other minds, and cannot exercise any level of control over them.

Source: *Jedi Academy Training Manual*, page 18

Sith Sword Combat (Adapted from Sith Sword Defense, et al, DSS, pages 18-19) - Developed by Gary Astleford

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept up.

Effect: This power works in a manner similar to that of the *lightsaber combat* power, but centers on defense. If a character successfully uses this power, he adds his *sense* rating to his *melee parry* skill rolls while using a Sith Sword, and is able to add (but not subtract) part or all of his *control* dice to the Sith Sword's damage. Additionally, blaster bolts can be deflected in the same manner as with lightsabers (see *Star Wars Roleplaying Game, 2nd Edition, Revised and Expanded*, page 148).



Jedi vs Sith: Essential Guide to the Force, Chris Trevas

Dark Spirits (DSS, pages 122-125) - Developed by Gary Astleford

Dark side spirits work the same as most characters, retaining most of the abilities and attributes it had when it was alive. Any attack that deals physical damage will not harm a dark side spirit, nor can a dark side spirit make direct physical attacks against living characters. Any Force powers with physical effects (i.e., *alchemy, telekinetic kill, injure/kill, accelerate healing in another, telekinesis, Force lightning*, etc.) are ineffective when used by or against a dark side spirit. Any damage caused by these powers is reduced to zero. Dark side spirits receive a +3D bonus on all *hide, sneak*, and *search* rolls that they make.

Dark side spirits have the following abilities in addition to those they had in life:

Manifestation: Being nonphysical, dark side spirits are not affected, nor can they affect, anything physical. When they do manifest, they can be seen and heard. In order to remain audible and visible, a dark side spirit must succeed in an Easy *Strength* roll once per minute. Failure indicates that the spirit's voice and likeness fade until it manifests again.

Possession: By using the power of *Sith sorcery*, a character opens himself up to potential possession by dark side spirits (see the *Sith sorcery* Force power). Dark side spirits can also attempt to possess other physical bodies, but such an attempt grants the potential victim an Easy *willpower* roll to resist. If a dark side spirit attempts to possess someone unsuccessfully, it may not try to possess that character ever again.

Once a dark side spirit has possessed a body, it retains its own *Knowledge, Perception*, and *Technical* attributes in addition to its own skills, and uses the *Dexterity, Mechanical*, and *Strength* attributes, as well as any physical abilities, of its host. The dark

side spirit can exit the body at any time. If the body is killed while possessed by the dark side spirit, the spirit is forced out but otherwise remains unharmed.

While a dark side spirit occupies a body, the body's original occupant is forced out and becomes, for all intents and purposes, a dark side spirit. It may attempt to repossess its former body, or can try to possess a different one.

Force Travel: Dark side spirits can use the Force to instantaneously travel to any point in the galaxy, though there must be some form of dark side energy there to act as a sort of "beacon." The spirit must be familiar with the destination. To use this ability, the spirit must succeed at a *willpower* roll, with the difficulty based on the distance traveled.

Distance	Difficulty
Same City	Very Easy
Same Continent	Easy
Same Planet	Moderate
Same System	Difficult
Same Sector	Very Difficult
Same Region	Heroic
Same Galaxy	Heroic +5

This *willpower* roll is modified by the power of the dark side at the target destination.

Dark Side Power Level	Roll Modifier	Example
Nonexistent	Impossible	Anything not touched by the dark side.
Dim	-5	A person with three or fewer Dark Side Points.
Faint	0	A person with four or more Dark Side Points.
Moderate	+3	A person turned to the dark side; a weak dark side artifact.
Strong	+6	A place touched by the dark side, a dark side artifact.
Overwhelming	+9	A place infused with the dark side; a powerful artifact.

Sense Difficulty: Easy

Alter Difficulty: Easy for 10-meter radius or 100-meter straight line, Moderate for 100-meter radius or 1-kilometer straight line, Difficult for 1-kilometer radius or 10-kilometer straight line, Very Difficult for 10-km radius or 100-kilometer straight line.

Required Powers: *Concentration, magnify senses, telekinesis.*

Effect: Sound travels through material by vibrating the molecules of the medium. With this in mind, a Jedi can manipulate the molecules in the medium, allowing their voices to carry for a certain distance without a reduction in the volume of the sound. In this way, the Jedi could address an amphitheater filled with spectators without raising their voice or using a microphone or other sound-amplifying device, or call out to someone some distance away who might be beyond normal hearing range.

Sound travels better in liquids than in air, and similarly travels better in solids than in liquids. This power has been successfully used in water, but there's no recorded instance of this power being successfully used with solids. Because of the physics involved between sounds and liquids, if one were to use this power underwater, all difficulty rolls are reduced by one.

A Jedi can also use this power to amplify his or her scream for the purposes of intimidating an opponent. In this case, upon making the successful rolls, the Jedi can take difference between his roll and the *sense* or *alter* Difficulty, whichever is lower, and add it as a bonus to his or her *intimidation* roll. The target then makes a *control*, *Perception*, or *willpower* roll. If the target succeeds, the target isn't affected. If the target fails, the target is intimidated and is unable to do anything for that round.

Example: The mad Jedi clone Joruu C'Baath made frequent uses of this power to carry his voice to others without raising his voice. Luke later learned how to do this and used it to carry his voice through the Senate chamber when he announced his plans for a Jedi Praxeum in *Jedi Search* and when he addressed the students in *Heirs of the Force*. He might also have used this and *Force push* to knock away the nek battle dogs in *Dark Empire*. Jaina also used this power to amplify her voice as she called out to Chewbacca after he fell into the Kashyyyk jungle in *Darkest Knight*.

Cloak (adapted from *The Clone Wars Campaign Guide*, page 50) - Developed by Gry Sarth

Sense Difficulty: Easy.

Alter Difficulty: Special.

This power may be kept up.

Required Powers: *Absorb/dissipate energy, concentration, telekinesis.*

SENSE + ALTER POWERS

Amplify Voice - Developed by Forceally

Effect: This power allows the Jedi to bend light around himself making him more difficult to see. In game terms, this power adds a bonus to the Jedi's sneak roll. The amount of the bonus depends on the Jedi's alter roll. For a Difficult roll, the Jedi may add +2D to his sneak roll; for a Very Difficult, he may add +2D+2, and for a Heroic roll, he may add +3D+1.

Dimension Shift - Developed by Forceally

Sense Difficulty: Very Difficult.

Alter Difficulty: Difficult for objects weighing one kilogram or less; Very Difficult for objects one to ten kilograms; Heroic for objects 11 to 100 kilograms

Required Powers: *Absorb/dissipate energy, concentration, telekinesis*

Effect: A very unusual and esoteric power, the user can make an object shift into another dimension that is parallel to this one. By doing this, the user can obtain an item that is kept in an otherwise secure location, such as a safe, or even hide an item in a location that cannot be reached by conventional or safe means. The user can also return the shifted matter back into this dimension. Bringing shifted matter back into this dimension is actually easier than shifting matter into the alternate dimension. This is because of a combination of the physical law of the conservation of matter and energy and quantum mechanics – the molecules and subatomic particles within the shifted matter want to return to this dimension. Therefore, bringing shifted matter back to this dimension reduce the difficulty levels by one level.

There are restrictions on the usage of this power. Any attempt to shift any amount of matter even one milligram over the maximum limit of 100 kilograms will automatically fail. In addition, attempting to use this power on a living creature automatically fails. Jedi theorists believe that this is because of the living Force or spirit contained within all life, sentient or non-sentient.

This power shouldn't be confused with the Force powers *cloak* or *phase*. A Jedi who uses *cloak* bends light around themselves; though the Jedi can't be seen, the Jedi's body is still in this dimension, and there's always a random chance of an individual bumping into a cloaked Jedi. *Phase* allows Jedi to shift their bodies, allowing them and anything on their person to pass through solid matter. In using the power *dimension shift*, the Jedi isn't shifting his or her own body or any object on his or her person – he or she is shifting matter outside his or her body.

Restricted: The origins of this power are unknown, presumably lost to time or contained within a holocron yet to be discovered. It might have been derived from the lost power that allowed a Jedi to change the state of matter. As such, this power is generally not available for a Jedi to learn. The only way a Jedi can learn this power would be to

find a Holocron or some other teaching device that has instructions on how to use it, or to learn from someone who actually knows it. Before Order 66, the only individual known to have this power was the Ho'Din Jedi Master Plett.

After the fall of the Empire, only two individuals have demonstrated this power. The first was the young Dark Jedi Irek Ismaren, though how he came across this power is a mystery. He or his mother, the former Emperor's Hand Roganda Ismaren, might have found a journal in Plett's residence detailing this power. However, after Irek's transformation into Lord Nyax, it's likely either he lost knowledge of this power or lost the necessary control to utilize it.

The second individual was New Republic Chief of State Leia Organa Solo. She was able to learn this power by sensing how Irek Ismaren used the Force to perform it. However, it took her fifteen minutes before she was able to do this successfully for the first time, and she noted that shifting the small amount of matter she did required a degree of control and strength in the Force that was nearly beyond her capacity at the time. It is therefore likely that only fully realized Jedi Masters could have been able to use this power in the past. It is unknown if Leia had taught this power to her brother, Grand Master Luke Skywalker, or if either one has taught this power to Luke's students.

Force Whisper - Developed by Forceally

Sense Difficulty: Target's *control* or *Perception*, modified by proximity.

Alter Difficulty: Target's *control* or *willpower*, modified by proximity. *This power may be kept up.*

Required Powers: *Affect mind, amplify voice, concentration, dim other's senses, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, telekinesis.*

Effect: With this power, a Jedi is able to carry their voice with the Force like they would with *amplify voice*. However, instead of increasing the volume of their voice, the Jedi lowers their voice to that of a whisper. However, those who are targeted by this power hear the Jedi's whisper and mistake it to be a stray thought in their mind.

The Jedi must first make a *sense* roll in order to convince the target that the "voice" they're hearing is their own rather than the Jedi's. The Jedi then makes an *alter* roll in order to make the target react to the voice in the manner the Jedi wants. Should the target succeed in the *alter* roll, the Jedi receives a +2D bonus to all *con* and *persuasion* rolls against that target.

The Jedi can also use this power to drive the target insane. The Jedi must first declare this is how they intend to use this power. Should the Jedi succeed in making the necessary difficulty rolls, the

target suffers a -1D penalty to their *willpower*. If using this power in this manner, the Jedi can only perform this power against the target once a week. However, the Jedi can use this over the course of several weeks, and the damage is cumulative. Should the target's *willpower* drop to 0D, the target is rendered insane. The target can recover the lost *willpower*, though it would take the same number of months as the penalty inflicted upon the target's *willpower*.

This power is a very subtle means of manipulation, and while it's not an inherently dark side power, it is frowned upon by the Jedi. A Jedi using this power for selfish reasons, or to manipulate the target to do something counter to their general nature, receives a Dark Side Point. A Jedi using this power to attempt to drive the target insane receives a Dark Side Point, and will receive another Dark Side Point should the target actually become insane.

Restricted: The origins of this power are somewhat obscure, as the only known practitioner of this power was Alema Rar. This power might have been known to Jedi, Dark Jedi, or Sith prior to the Ruusan Reformation. It's also possible that Alema Rar devised this power on her own. Considering the loss of her standing amongst the Jedi, she obviously didn't teach this power to any member of Luke's order. Given her brief encounter with the One Sith, as well as how that encounter transpired, it's highly unlikely she taught this power to them. There is the possibility that the sentient Sith meditation sphere known as Ship might have retained knowledge of this power. However, this possibility remains unconfirmed.

Friendship (adapted from SWd20, page 86) - Developed by Gary Astleford

Sense Difficulty: Target's *control* or *Perception* roll.

Alter Difficulty: Very Easy against a person or animal that has no reason to mistrust you, or who wants something from you (an eager salesman, for example). Easy against a person or an animal who is neutral or indifferent to you; Moderate against a wild animal, or a person who has a societal reason to dislike you (i.e., prejudice); Difficult against a hungry predator, or a person who has a personal reason to dislike or hate you; Very Difficult against a person who is a sworn enemy, or an animal who is starving, angry, or wounded.

Effect: Proper application of this power can calm a hostile person or animal. Use of *friendship* employs calming emotions that can cause enemies to re-think their motives, or open them up to discussion and parley. *Friendship* does not make them forget past events (such as when you tried to kill them), but it might give you a chance to bring about a peaceful solution to a disagreement. The target of *friendship* will remain calm until a situation occurs that alters that state. A bonus granted to all *bargain*, *command*, *con*, or *persuasion* rolls made against the target following the use of *friendship* is based on the

amount by which the *sense* roll exceeds the target's *control* or *Perception* roll.

Sense Roll >	
Difficulty:	Effect
0-5	+2 pips
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

Malacia (PotJ, page 13) - Developed by Gary Astleford

Sense Difficulty: Moderate.

Alter Difficulty: Target's *control* or *Strength* roll.

Required Powers: *Enhance another's attribute*, *enhance attribute*, *control another's pain*, *transfer Force*.

Effect: This power causes extreme dizziness and nausea in a single target within the user's line of sight. A target affected by this power is considered to be stunned for 2D rounds, and cannot take any actions during that time.

Shadow Cloak - Developed by Forceally

Sense Difficulty: Easy.

Alter Difficulty: Varies.

Required Powers: *Absorb/dissipate energy*, *concentration*, *telekinesis*.

Effect: The user of this power is able to bend the light around himself or herself in a way so that shadows cover the user, obscuring the user from detection.

In game terms, when used in dimly lit areas, the user of this power gains a bonus to all *hide* and *sneak* rolls, the amount of which depends on the user's *alter* roll.

Alter Difficulty	Bonus
Moderate	+1D
Difficult	+1D+1
Very Difficult	+1D+2

CONTROL + SENSE + ALTER POWERS

Alchemy (Adapted from DSS, page 13) - Developed by Gary Astleford

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Alter Difficulty: Varies (see below).

Required Powers: *Accelerate another's healing, control another's pain, control pain, enhance attribute, enhance another's attribute, feed on dark side, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance, sense Force, Sith sorcery, transfer Force.*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: Using ancient Sith equipment and arcane formulae, a character with this Force power can alter the molecular composition of living beings, creating dark side mutants. All changes made to a being with this power create horrific physical mutations. Altering multiple aspects requires multiple rolls, with each roll taking one minute and granting an additional Dark Side Point. To use this power successfully requires thousands of credits worth of alchemical equipment and raw materials (as well as a subject). Each alteration made inflicts 4D damage against the subject. This power can also be used to reshape inanimate matter.

Alter Difficulty	Alteration
Difficult	Add Claws or Fangs (<i>Strength</i> +2 damage)
Difficult	Add Horns (<i>Strength</i> +1D damage)
Heroic	Add Natural Armor (+1D versus energy)*
Very Difficult	Add Natural Armor (+1D versus physical)*
Moderate	Alter Physical Appearance (+1D to <i>intimidation</i>)*
Very Difficult	Grant Darkvision (20')
Heroic	Increase Attribute (+1 pip)
Heroic	Increase/decrease Size By Half*
Very Difficult	Increase <i>Move</i> score +2 (up to twice original score)
Very Difficult	Make Target Obedient (-1D to Willpower)

*Each additional use of this alteration on the same target increases the *alter* difficulty by 5 points and grants an additional Dark Side point.

Dampen Force - Developed by Forceally

Control Difficulty: Difficult. Modified by proximity.

Sense Difficulty: Difficult. Modified by proximity.

Alter Difficulty: Target's *control* or *Perception* roll. Modified by proximity.

Required Powers: *Affect mind, concentration, dim another's senses, Force breach, force of will, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential.*

Effect: Probably derived from *Force breach*, this power may have been created by either Dark Jedi or the Sith as a means of developing a counterpart for the Force power *sever Force* used by the Jedi of the light side. With this power, the user can block another Force-

user's attempt to use the Force. Those affected by this power feel enveloped by a supernatural chill creeping through their very being.

If the user succeeds, the target can only make Very Easy or Easy difficulty rolls when using the Force. Any attempt to make a Moderate difficulty roll or higher automatically fails.

The effect of this power is only temporary. How long this power affects the target depends on the *alter* difficulty result.

Alter roll ≥	Duration
Difficulty by:	
0-5	One round
6-10	Two rounds
11-15	Three rounds
16-20	One day
21-25	Two days
26-30	Three days
31+	One week

The user can use this power against more than one target, but for each target after the initial one, the user must add +5 to all difficulty roles.

Because the target's Force use is limited when affected by this power, there's no way for the target to hasten the recovery period.

It is possible for another Jedi to undo this effect by using both *projective telepathy* and *friendship* on the target simultaneously. The difficulty rolls to perform this depends on how long the effect lasts on the victim.

Duration	Difficulty
One day or less	Easy
Two days	Moderate
Three days	Difficult
One week	Very Difficult

The Jedi must be touching the victim in order for this to work. For each target after the initial one, the Jedi must add +5 to all difficulty rolls.

Restricted: This power might have been created by a Dark Jedi or a Sith, but this isn't a dark side power as the penalty isn't permanent. To date, the only known user of this power was Hethrir. Since Hethrir served under the Emperor and learned from Darth Vader, it's possible he might have learned this power from either of them or from a repository of Sith knowledge in their possession. It's highly unlikely that Hethrir taught this power to any of his servants before Waru consumed him and returned to his home dimension. It's possible that this is what Jacen Solo, in his role as Darth Caedus, used to sever and restore Ben Skywalker's connection to the Force during the events of *Inferno*, but this is unconfirmed. This power might be found within a lost Jedi or Sith Holocron. Therefore, unless one

finds a Holocron detailing this power, *dampen Force* should not be available for any Force-user to learn. While it is highly unlikely that another being might have the same talent for this power as Hethrir, it is not impossible.

Flow-walk - Developed by Forceally

Control Difficulty: Varies, modified by proximity.

Sense Difficulty: Varies, modified by relationship.

Alter Difficulty: Varies.

Required Powers: *Affect mind, control another's pain, control mind, control pain, dim another's senses, farseeing, hibernation trance, imprint, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis, transfer Force.*

Note: See text for special rules regarding Dark Side Point accumulation.

Effect: One of the most exotic powers encountered, it would have remained with the Aing-Tii had it not been for Jacen learning from them. Not only can a Jedi use this power to view the past or the future, but the Jedi can also change a perception of the past or slightly influence the events of the future.

To date, there have been three applications of this power. The first is exactly the same as the *farseeing* power – allowing a Jedi to view the past or the future. In fact, if one were to use this power in this manner, the GM should treat it as though the player were using the *farseeing* power. All associated roll difficulties and results would be the same as those associated with the *farseeing* power. However, using this power requires intense concentration. As a result, this and the inherent dangers in using this power necessitate that all difficulty rolls be Difficult.

The second application allows the Jedi to slightly alter the future, eliminating some possibilities while making certain that one or several others do occur. Once the Jedi views the future and sees that there is a chance someone the Jedi knows and has a connection to will be there, the Jedi can leave an imprint of himself for the future. By leaving this imprint, the Jedi establishes a link in the Force between the person and the location. Though the path between the individual and the location might be full of twists and turn, the Jedi has made it inevitable that the individual will arrive at that specific location at some point in the future. The *control* and *sense* difficulty will remain Difficult. The *alter* difficulty depends on the nature of the imprint.

Degree of Imprint	Alter Difficulty
Presence	Very Difficult
Brief message	Very Difficult + 10

Note that once the imprint has been made, it becomes part of the flow of time and the Force. The affected person cannot make any rolls to resist the effects.

The final application involves taking a companion along with the Jedi while flow-walking into the past. Once the Jedi arrives at the destination, the Jedi can alter the other person's memories of what happened at that particular destination. The Jedi does not and cannot change what actually happened in the past. The Jedi can only change the other person's memories of the event. This is the most difficult application of this power, as not only is the Jedi travelling to the past, the Jedi is bringing another person along as well and is about to alter the other's memories of the past. Therefore, the Jedi must make Heroic rolls for all Difficulties. The Jedi can use this power with only one person at a time.

This power isn't without risks. According to the Aing-Tii, the user must remain attached and anchored to the real world, or else risk losing oneself to the flow. Should the user lose himself to the flow, the user's presence would be lost forever in time, unable to return to his body in the present. Regardless of which application the Jedi is using, the Jedi must make the associated rolls each round. Should the Jedi fail any roll, the GM must roll the Wild Die. If the result is a 1, the Jedi's presence is lost to time, and the Jedi's body dies.

It is possible that this risk also applies to the companion should the Jedi use the final application of this power. Only Jacen and the Aing-Tii would know if this were the case. With Jacen's death, and the Aing-Tii being secretive about their Force techniques, there is no way to confirm if this risk is real. It is therefore at the GM's discretion. If the GM decides to make the risk true, the GM should use the following: should the Jedi fail any roll, the companion must make a Heroic *control* or *willpower* roll in order to avoid being lost in time. However, even if the companion succeeds in making the roll, if the Wild Die results in a 1, then both the Jedi's and the companion's presences are lost to time, and their bodies die.

This power is very controversial, and the potential for abuse is very high. If the Jedi uses the first application, there should be no consequences. If the Jedi uses the second application for the purpose of leading the recipient to harm, the Jedi receives a Dark Side Point. If the Jedi uses the third application, the Jedi likewise receives a Dark Side Point. Furthermore, should the companion die while the Jedi use the third application, the Jedi receives an additional Dark Side Point.

Special: This power is indigenous to the Aing-Tii, and Jedi are generally forbidden from learning this power. To date, the only non-Aing-Tii to have learned this power are Jacen Solo and Ben Skywalker. Honoring the Aing-Tii's wish for secrecy, Jacen hadn't taught this power to anyone else. Ben used this power only once, and

has sworn never to use it again. It is extremely unlikely that Ben will ever teach this power to anyone else.

Force Phantom - Developed by Forceally

Control Difficulty: Very Difficult or target's *control* or *willpower*, modified by proximity.

Sense Difficulty: Very Difficult, modified by proximity.

Alter Difficulty: Very Difficult, modified by proximity.

Required Powers: *Affect mind, concentration, control another's pain, control mind, control pain, dim another's senses, doppleganger, drain life essence, emptiness, farseeing, hibernation trance, illusion bond, illusion, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, rage, receptive telepathy, sense Force, telekinesis, transfer Force.*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: An extremely elaborate Sith technique, this power allows a Sith to create life-like apparitions that could interact with the physical world around them in whatever manner the conjurer desired.

This power is physically taxing and requires immense mental concentration. The Sith must first locate someone they are familiar with. While not necessary, knowledge of the target's exact location within the galaxy would be of great assistance to the Sith. Once this individual is located, the Sith roots their consciousness into the first target's mind.

At this point, the Sith then seeks out another mind. However, this other individual has a greater chance of resisting the Sith's influence. Once a secondary target is located, the Sith establishes another link with the new target. The Sith then begins drawing on the Force and physical life energy of the first target to project the Sith's own Force aura into the secondary target's actual location, manifesting as an apparition.

Whether or not the first individual affected by this power is aware of the Sith's influence determines the control difficulty. If the target is aware, the target's *control* (if the target is Force-sensitive) or *willpower* (if the target is not Force-sensitive) is the *control* difficulty; otherwise it's Very Difficult. Should the Sith know the target's exact location prior to using this power, all Difficulty levels are reduced by one and/or -1D is removed from the target's *control* or *willpower*. Should the first individual fail to make the rolls, the Sith drains one Force Point each round. The drained Force Point is then used to keep the power active. Once the first individual is drained of all Force Points, the Sith then draws on the individual Character Points at the same rate. Once all the Character Points are drained, the Sith then drains one pip from the first individual's *Strength* die per round. Should the first individual make a successful roll to escape the Sith's

influence, the individual can regain the lost *Strength* at a rate of one pip per week. Should the first individual's *Strength* drop to 0D, the individual dies, and the power ends.

All secondary individuals incur a +5 penalty to all difficulty rolls, and this penalty is cumulative. However, this penalty only applies to conscious individuals. Should the individual be asleep, no penalty is applied.

The Sith can perceive and manipulate their surroundings through the apparition, while still being rooted in the first target's mind and being linked with the secondary target's mind.

The link with the secondary target's mind allows the Sith to control the target as though the target were a zombie. Targets affected in this manner are completely unaware of the manipulation. Should the Sith release the secondary target, the target would be unaware of what had transpired.

The Sith can assume a form that would be recognizable to those they intend to interact with. By making a successful *alter* roll against the secondary target's *control* or *Perception*, the Sith assumes the desired form and gains a +1D bonus to all *con* and *persuasion* rolls.

If the apparition suffers damage, the secondary target will also suffer damage. Should an outside source destroy the apparition, the secondary target will die.

If the first individual dies as a result of this power, the user gains another Dark Side Point. If a secondary individual dies as a result of this power, the user likewise gains a Dark Side Point. For every evil act the user makes the secondary character perform, the user also gains a Dark Side Point.

Illusion (Adapted from DSS, pages 15-16) - Developed by

Gary Astleford

Control Difficulty: Moderate, modified by proximity.

Sense Difficulty: Moderate, modified by proximity.

Alter Difficulty: Target's *control* or *Perception* roll.

This power may be kept up.

Required Powers: *Affect mind, dim other's senses, life detection, life sense, projective telepathy, receptive telepathy, sense Force.*

Effect: Characters with the power of *illusion* can manifest images that seem completely real to those who perceive them. These illusions cannot cause physical harm, though they might cause others to make mistakes if they do not realize their true nature. The maximum range for an illusion is 10,000 meters from the user. Maintaining an illusion takes complete concentration.

Nausea - Developed by Treefrog

Control Difficulty: Easy, modified by proximity.

Sense Difficulty: Easy, modified by proximity.

Alter Difficulty: Target's *control* or *Strength* roll.

Required Powers: *Control pain, inflict pain, injure/kill, life sense.*

Warning: A character who uses this power in order to injure or kill a helpless being immediately gains a Dark Side Point.

Effect: When used against a target, this power causes him to become physically ill by stimulating his gag reflex. If successful, the victim immediately feels nauseous, and might begin to retch. Exact effects depend on the amount by which the Force-user's *alter* roll total exceeds the victims *control* or *Strength* roll total. This illness is temporary, though feelings of queasiness and nausea may last for several hours afterwards.

Alter Roll >	
Difficulty By:	Effect
0-10	Victim begins to feel ill, and suffers a -1D penalty to all actions for 1D hours due to discomfort.
11-25	As above, and victim must stop what he is doing in order to retch. The retching lasts 1D rounds.
26+	As above, and the victim is further incapacitated for 2D minutes as periodic retching continues.

Note: This power only works on species that possess a gag reflex, and will be ineffective against those that do not (though they may experience some discomfort, or even pleasure, at the GM's option).

Rend Limb - Developed by Gary Astleford

Control Difficulty: Easy, modified by proximity.

Sense Difficulty: Easy, modified by proximity.

Alter Difficulty: Target's *Control* or *Perception* roll.

Required Powers: *Control pain, inflict pain, injure/kill, life sense, telekinesis.*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: This power, similar to *injure/kill*, is used to telekinetically cripple a target by twisting, breaking, or possibly removing one of his limbs. The amount by which the power's *alter* roll exceeds the target's *control* or *Perception* roll determines the extent of the damage. Sprained limbs will heal in about a week, though this time can be lessened with the proper medical attention. Broken (or worse) limbs require medical attention before any sort of healing can begin. A limb that is crushed will require amputation 50% of the time.

Note: This power can only target arms or legs, not heads or necks.

Alter Roll >	
Difficulty By:	Effect
0-4	Limb is bruised. -2 to all actions performed with a bruised limb for 2D rounds. No other damage effects.
5-10	Limb is sprained. -1D to all actions performed with a sprained limb until healed. Movement is reduced by one-quarter if target limb is a leg. Victim takes damage as if Stunned.
11-17	Limb is broken. -2D to all actions performed with a broken limb until healed. Movement is reduced by half if target limb is a leg. Victim takes damage as if Wounded.
18-25	Limb is crushed. No actions can be performed with a crushed limb until healed. If target limb is a leg, victim is unable to walk. Victim takes damage as if Incapacitated.
26+	Limb is torn from its socket. Obviously, no actions (including walking, if target limb is a leg) can be performed with a missing limb until it is replaced. Victim takes damage as if Mortally Wounded.

Sever Force (PotJ, page 14) - Developed by Gary Astleford

Control Difficulty: Difficult.

Sense Difficulty: Varies (see below).

Alter Difficulty: Target's *control* or *willpower* roll.

Note: Anyone using this power must spend 1 Force point.

Required Powers: *Affect mind, battle meditation, concentration, emptiness, Force harmony, force of will, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential.*

Effect: This power severs a dark side Force-user's ties to the Force, preventing him from using any Force skills. It is not effective against a character who has less than 4 Dark Side points, and anyone with more than 3 Dark Side points cannot use this power at all. The effects of *sever Force* are permanent, and the only way for a target to reverse the effects are to reduce the number of Dark Side Points he has below 4. The power's *sense* difficulty depends on the number of Dark Side Points possessed by the target. The *sense* difficulty is Difficult if the target has 4 or more Dark Side Points, and is Moderate if the target has 7 or more Dark Side Points. The amount by which the character using *sever Force* makes his *alter* skill roll determines how effective this power is at severing his target's connection to the Force. If successful, the target of this power must roll a *control* check each time he attempts to use a Force power. The base difficulty of this roll is detailed on the following chart:

Alter Roll > Difficulty By:	Force Use Difficulty
0-10	Moderate
11-20	Difficult
21-35	Very Difficult
36-50	Heroic
51+	Heroic +5

The base difficulty for the target to use Force powers is further modified by the number of Dark Side Points he possesses. If the target reduces his Dark Side Point total below three, he no longer needs to make this roll.

Special: This power seems to be extremely unbalancing, as written in the d20 rules. I've made an attempt to adapt it, while maintaining the flavor of the power. Individual GMs may not wish to allow players access to this power, for obvious reasons.

DATHOMIR MAGIC

Light Globe - Developed by Forceally

Difficulty: Very Easy to create it, Easy to move it or change its intensity, modified by proximity.

Required Spells: *Absorb/dissipate energy 3D, concentration 3D, telekinesis 3D.*

Effect: This spell allows a Witch to create a fist-sized globe of light to provide illumination in the darkness.

Once cast, the globe appears above a Witch's palm with the same intensity as a glow rod. The Witch can increase or decrease the brightness by making an Easy roll.

The globe remains above the Witch's palm unless the Witch decides to move it. Moving the globe requires an Easy roll; however, moving it in any other way increases the difficulty.

+1 to +5 for gentle turns.

+6 to +10 for easy maneuvers.

+11 to +25 or higher for complex maneuvers.

When using this power in a dimly lit area, the Witch gains a +1D bonus to any *search* rolls. However, this spell also negates any rolls the Witch might make to hide from pursuers.

Author's Note: This spell is known to the Dathomiri witches, and they generally do not teach it to off-worlders. To date, Jacen is the only exception, and he hasn't taught this spell to anyone else.

Blood Trail - Developed by Forceally

Difficulty: Easy, modified by proximity.

This spell may be kept up.

Required Spells: *Seeking spell 3D, spell of discovery 5D.*

Effect: This spell allows a Nightsister to infuse her blood with a connection to herself and brand a target, usually her slave, with her own blood in order to track the target should the target escape.

Upon casting this spell, the Nightsister must make a *thrown weapons* or *Dexterity* roll in order to hit the target with her blood. The target then makes an opposed *dodge* roll, with the result determining if the target has been marked. If the target is marked, however, there is nothing the target can do to remove it. The mark will feel acidic to the target, but will otherwise suffer no damage. Only the Nightsister who casted the *blood trail* can remove it.

Even though this spell is used by the Nightsisters, it's not tainted by the dark side. Using this spell doesn't give the Nightsister a Dark Side Point.

Developer's Note: This spell is known to the Nightsisters, and they generally do not teach it to off-worlders. To date, Jacen is the only exception, and he hasn't taught this spell to anyone else.

THERAN LISTENERS

Theran Force-Listening - Developed by Forceally

Sense Difficulty: Moderate to Difficult, modified by proximity and relationship.

This power may be kept up.

Required Powers: *Concentration, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, translation.*

Effect: By learning to use the Force to listen and communicate with the Chorian crystal mind on Nam Chorios, the Theran Listeners developed this power. To the Theran Listeners, this power is their best way of communicating with any and all alien races, whether they speak via linguistics or some form of telepathy, Force-generated or not.

This power has the following applications:

The Theran listener can hear another person clearly even in noisy or very loud areas.

The Theran listener can listen to or even eavesdrop in a conversation some distance away.

The Theran listener can eavesdrop in a conversation even if there's a wall or some other obstruction between the Theran listener and the conversation.

The Theran listener can understand a foreign language, but the Theran listener cannot speak it.

The Theran listener can eavesdrop in on a telepathic conversation within fifty meters of the Theran listener.

When the Theran Listener activates this power, the Theran Listener can choose to use up to two applications for this power.

Nearly all these applications require a Moderate difficulty roll. The one exception is the third application; sound-absorbing or soundproof obstructions incur a Difficult difficulty, all others incur a Moderate difficulty.

Though this power can be kept up., this only applies for the application or applications the Theran Listener has first chosen. If the Theran Listener wishes to add a second application or change either or both of them for different applications, the Theran Listener must make a new roll or rolls.

If the Theran Listener decides to use two applications, add +5 to the difficulty roll for the second application.

The Theran Listener can act as a "relay" and allow others to listen in on any conversation he or she is listening to or engaged in.

To accomplish this, the others must be in physical contact with the Theran Listener. For each person the Theran Listener wishes to "relay" the conversation, add +5 to the difficulty, as well as any relationship difficulty modifiers.



The Essential Reader's Companion



CHAPTER 2: THE GALACTIC FEDERATION OF FREE ALLIANCES

Overview

The Galactic Federation of Free Allies is the direct successor to the New Republic. Formed during the chaos of the Yuuzhan Vong War, this government was created in response to the crisis that had befallen the galaxy. For the first time since the declaration of the New Republic, the Galactic Alliance brought all planets of the known galaxy under the rule of a single government by unifying the New Republic, the Hapes Consortium and the Imperial Remnant. This reorganization was critical for the success of the Galactic Alliance and for its survival against external enemies during the Yuuzhan Vong War and the Swarm War. With the Second Galactic Civil War, brought on by the Dark Lady of the Sith Lumiya, the strength of the Galactic Alliance was now being tested for the first time from within.

Government and Politics

The New Republic was a confederation of planetary systems with a weak central government. Cal Omas wanted the Galactic Alliance to be a more efficient state. He created a federal system with an even distribution of power to provide checks and balances

against the Senate, which had been unable to deal with the chaos of the Yuuzhan Vong War.

The Galactic Alliance is made up of three branches of government: an executive branch (led by the Chief of State), a legislative branch (formed by a unicameral house called the Senate), and a judicial branch. It clearly defines the roles of each branch and of each member planet or government within the Galactic Alliance.

The Executive Branch

As with the New Republic, the Galactic Alliance is led by a Chief of State. But unlike before, the Chief of State holds more powers in this new federal system; this makes the Chief of State coequal with the Senate.

During the time of the New Republic, the Chief of State was aided by two councils in the day-to-day running of the government: the High Council and the Advisory Council. During the formation of the Galactic Alliance in 28 ABY, the High Council was reformed to prevent the Senate from interfering in Cal Omas' role as Commander-in-Chief of the military of the newly formed

government. Such interference by the Senate in the war effort against the Yuuzhan Vong had proved disastrous during the early days of the Vong invasion, and Omas was determined to prevent such a thing from happening again. The most intriguing aspect of the reformed High Council was that it included Jedi Masters. With six Jedi Masters and six Galactic Alliance leaders on the council, Omas was able to provide coordination of the Jedi, the military, and the government on a heretofore unseen level. By the end of the Swarm War in 36 ABY, however, the High Council was disbanded with the withdrawal of the Jedi Masters from the Council.

The Advisory Council contained the Chief of State and the senators from the most politically important sectors of the New Republic, but it was dissolved after the Vong conquest of Coruscant in 27 ABY. However, with the creation of the Galactic Alliance during the later days of the Yuuzhan Vong War, Omas revived the Advisory Council to help him with the day-to-day running of the new government. The Alliance's Advisory Council, as in the New Republic, was made up of key Senators who kept the Chief of State involved with Senate affairs.

Cal Omas initially resisted having to deal with the Advisory Council, as he preferred dealing with the High Council. The Senate protested being left out of the loop, and Cal Omas finally acquiesced to their demands for greater oversight of his decisions by becoming more involved with the Advisory Council.

Cal Omas was the first Chief of State of the Galactic Alliance, and held that position from 28 ABY until 40 ABY. However, after the start of the Second Galactic Civil War, Omas was removed from office by Admiral Cha Niathal and Colonel Jacen Solo, the head of the Galactic Alliance Guard. Solo used a legal loophole to have Cal Omas arrested on a pretext, while Niathal was appointed the acting Chief of State. Using her newfound powers as head of the Galactic Alliance government, Niathal made both Solo and herself Joint Chiefs of State. As they had repeatedly insisted that this junta was both legal and temporary, many voices that would have spoken out against the change in government otherwise were mollified.

While Niathal honestly believed that civilian government would be restored once the war was over, Solo had no intentions of giving up his power. Indeed, he saw it as his destiny to rule the galaxy as the Sith Lord Darth Caedus. The ease at which he had taken power convinced him that the galaxy needed a firm hand to maintain order and stability, and only a Sith Lord could provide it.

At the Battle of Fondor, when Caedus ordered Niathal to continue attacking after the Fondorians had surrendered, Niathal tried to relieve Caedus of duty, but was unsuccessful. After the majority of the Galactic Alliance fleet sided with Caedus and withdrew to Coruscant, Niathal took her faction of the GA fleet and established the Alliance-in-exile on Fondor.

Once the war was over, Niathal stepped down as Chief of State, choosing to retire. Natasi Daala, through a deal with the Jedi Order, the Imperial Remnant's Council of Moffs and the Galactic Alliance military, was unanimously elected Chief of State of the Galactic Alliance.

The Legislative Branch

The Legislative Branch is made up of the august body of the Senate. Unlike the legislative branch of the Galactic Republic and New Republic, the Senate has little say in the running of the executive branch of the Galactic Alliance. The Senate had the power to curb the executive branch in the past, but, as a co-equal branch of the GA government, it deals primarily with legislation now.

The Senate is composed of Senators or governor-delegates. They can represent a sector, a territory, a planet or a separate government. Each representative has one vote, regardless of population. Affiliate member groups of the galaxy are represented in the Senate by a Legate. These Legates have no voting power, but may speak in general sessions of the Senate.

While the general session deals strictly with yes or no votes and general discussions, the Galactic Alliance is run by Councils. There is a Council for each area of government: Justice, Finance, Defense, Intelligence and so on. These Councils provide funding and oversight for the various parts of government.

Corruption is still an issue within the Senate, but overall is not as detrimental as it once was. With its newly curbed powers, the likelihood of corruption spreading within the Senate is much reduced. Even so, most of the body is fairly honest and dedicated to the ideals of the Galactic Alliance.

The Judicial Branch

The Judicial Branch is the most changed branch of the Galactic Alliance. Given incredible oversight powers for the first time in galactic history, this branch can and has prosecuted corrupt members of the Galactic Alliance. It is made up of seven members approved by the Senate, and led by a Supreme Justice.

Military

The Galactic Alliance Defense Force is the premier military of the galaxy. It is commanded by a Supreme Commander, who traditionally is an Admiral, with the Chief of State as its Commander-in Chief. The defender of the Galactic Alliance, the Galactic Alliance military consists of the Navy (with their own Marines), the Starfighter Corp, and the Army.

Galactic Alliance Navy

When the Galactic Alliance was created during the Yuuzhan Vong War, the Galactic Alliance Navy consisted of four very large fleets. The Galactic Alliance First, Second and Third Fleets were formed from amalgamated units of the New Republic's First, Second, Third and Fifth Fleets. The Fourth Fleet consisted of a few ships from the original New Republic Fourth Fleet, as well as many Imperial warships. Warship production was not reduced after the Yuuzhan Vong War, as the Alliance government deemed it necessary to have as large a navy as possible to defend against outside threats. By the time of the Second Galactic Civil War, the GA Navy was composed of nine large fleets. Since the galaxy was so thoroughly devastated by the Yuuzhan Vong War, it was deemed necessary to have such a large fleet.

Each member world of the Galactic Alliance is usually required to provide ships and manpower to the GA Navy. Regional powers such as the Hapan Consortium, the Imperial Remnant and the Chiss Ascendancy, as well as individual planets, that possessed their own navies were allowed to keep their fleets separate from the GA Navy if they wished, but were instead required to provide financial assistance to the Galactic Alliance.

Until recently, there were few restrictions on member planets having their own navies. However, in the wake of new laws requiring member worlds to downsize their navies in favor of the Galactic Alliance's military, Corellia and several other member worlds objected to the new restrictions. This was the impetus for the Second Galactic Civil War.

As the Second Galactic Civil War progressed, the Alliance Navy suffered terrible losses. The First, Sixth and Seventh Fleet would be decimated during the weeks-long Battle of Kuat. The Second Fleet was completely wiped out by the gravitic weapon onboard the Centerpoint Station. The Fourth Fleet suffered tremendously at the Battle of Balmorra and the Battle of Kuat. The Fifth Fleet suffered staggering losses at the Battle of Kuat and the Battle of Kashyyyk. The mysterious Ninth Fleet, part of which makes up the Galactic Alliance Guard, suffered moderate damage during the Battle of Gilatter VIII. Most of these losses occurred under the command of Jacen Solo.

Galactic Alliance Starfighter Corps

Much like its predecessor from the New Republic, the Starfighter Corps was made up of the elite pilots of the Galactic Alliance.

Many famous squadrons gained their notoriety during the Yuuzhan Vong War and continued to serve in the Starfighter Corps. Rogue Squadron is probably the most famous unit of the Starfighter

Corps, but other famous squadrons include Blackmoon Squadron, Star Raider Squadron and Barefoot Squadron.

Galactic Alliance Army

Made up of commando and ground units, the Alliance Army proved to be very critical during the Yuuzhan Vong War. Overall, they had a small role in the Second Galactic Civil War.

Allies of the Galactic Alliance

While the Galactic Alliance controls much of the known galaxy, there are a few independent regional states. These include the Chiss Ascendancy, the Hapes Consortium and the Imperial Remnant. These three major powers contain their own navies independent of the Galactic Alliance and are fairly autonomous politically. They are required to provide monetary support to the Alliance, as do all members, but not manpower. They also do not have the same restrictions as other members on their navies. They have these special advantages due to events during the Yuuzhan Vong War. To provide collective security against the Yuuzhan Vong, they allied with the Galactic Alliance. To ensure their commitment, the Alliance gave them a membership with these special privileges. Few complain because of the contributions Hapes, Bastion and Csilla make to the Alliance.

While Hapes was once one of the Alliance's most enthusiastic supporters, the Consortium's relationship with the Alliance had cooled during the Second Galactic Civil War. The Alliance and the Consortium restored cordial relations once the war ended, however. The Imperial Remnant was originally aligned with the Alliance at the start of the war while Supreme Commander Pellaeon was in command. However, when Pellaeon refused to comply with Colonel Solo's brutal tactics, he was assassinated by Sith apprentice Tahiri Veila. Command of the Imperial Remnant went to the Moff Council, who continued to side with Colonel Solo and the Alliance. The Chiss Ascendancy completely stayed out of the conflict, and did not even go so far as to comment on the war. During the war, it quietly put out notices to refugees and businessmen, offering itself as a neutral haven.

There are also several other regional states which offer their support to the Galactic Alliance. One of the most powerful is the Sokolm Union. A group of twelve systems east of Abregado-rae and west of Corellia, the Union joined the Galactic Alliance after the fall of Coruscant during the Yuuzhan Vong War. Another regional state is Hutt Space, which while having a large number of planets, is a shadow of its former self before the Yuuzhan Vong War. Finally, there is the Centrality, an obscure backwater area.

Key Figures of the Galactic Alliance

The following are some key figures of the Galactic Alliance. These men and women come from all over the galaxy in the defense of the Galactic Alliance, though as the Second Galactic Civil War continues on, some of these key players left or retired from the Alliance over the direction of the government and the war.

Cal Omas



The Essential Reader's Companion

As the last Chief of State of the New Republic, and the first of the Galactic Alliance, Cal Omas had weathered many storms, starting with the Yuuzhan Vong War, followed by the Swarm War, and finally ending with the Second Galactic Civil War.

Omas increasingly found himself at odds with both Colonel Solo and Admiral Niathal. Solo used his powers as the head of the Galactic Alliance Guard to place Omas under surveillance just as Omas traveled to the neutral world Vulpter to begin secret peace negotiations with Five World Prime Minister Dur Gejjen. Ben Skywalker assassinated Gejjen immediately after the meeting, while Solo placed Omas under house arrest upon his return to Coruscant. Ben Skywalker then went to Omas' home with the intention of faking his death and smuggling him to a safe house. After being informed of Skywalker's plan, Omas deduced that Solo would never fall for the deception, so he attacked him and impaled himself on Skywalker's lightsaber blade. As he lay dying, Omas told Ben that this was the only way for him to get close to Solo. Cal Omas then passed away, satisfied knowing that Solo would soon get his comeuppance.

Cal Omas (As of *Inferno*)

Medium Human Noble 6/Scout 5/Soldier 2

CL 13

Destiny 3; **Force** 5

Init +7; **Senses** Perception +10

Languages Basic, Bothese, Caamasi, Chadra-Fan, Duresse, High Galactic, Mon Calamarian, Rodese

Defenses Ref 26 (flat-footed 25), Fort 24, Will 29

hp 70; **Threshold** 24

Speed 6 squares

Melee unarmed +9 (1d4+6)

Ranged hold-out blaster +10 (3d4+6) or

Ranged hold-out blaster +11 (3d4+6) with Careful Shot or

Ranged hold-out blaster +5/+5 (3d4+6) with Double Attack

Base Atk +9; **Grp** +10

Atk Options Careful Shot, Combat Reflexes, Double Attack, Far Shot, Gun Club, Point Blank Shot, Precise Shot

Special Actions Coordinate, Dodge, Evasion, Extreme Effort, Melee Defense, Quick Draw, Shake it Off

Abilities Str 10, Dex 13, Con 9, Int 16, Wis 18, Cha 16

Talents Coordinate (x1), Connections, Educated, Acute Senses, Evasion, Extreme Effort, Gun Club

Feats Armor Proficiency (Light, Medium), Careful Shot, Combat Reflexes, Dodge, Double Attack (pistols), Far Shot, Linguist, Melee Defense, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake it Off, Skill Focus (knowledge (bureaucracy)), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +10, Gather Information +14, Knowledge (Bureaucracy) +19, Knowledge (Tactics) +14, Perception +10 (may reroll but must keep the result of the reroll even if worse), Persuasion +14, Pilot +12, Use Computer +14

Possessions Comlink, datapad, hold-out blaster

Due to his age, Cal Omas no longer qualifies for the Rapid Shot feat. It is listed for completeness' sake.

Cal Omas – D6 Stats

(As of *Inferno*)

Type: Galactic Federation of Free Alliances Chief of State

DEXTERITY 3D

Blaster 3D+2, dodge 4D

KNOWLEDGE 4D

Alien species 8D, bureaucracy 12D+1, bureaucracy: GFFA executive branch 14D, bureaucracy: GFFA Senate 13D+2, cultures 12D, intimidation 6D+2, languages 7D, planetary systems 10D, survival 6D+1, value 6D+2, willpower 7D

MECHANICAL 3D

Astrogation 5D, beast riding 3D+2, communications 5D+2, repulsorlift operation 4D+1, space transports 4D, starfighter piloting 4D+1

PERCEPTION 4D

Bargain 11D, command 12D, command: GFFA bureaucrats 12D+2, con 9D, gambling 7D, hide 6D+2, persuasion 9D, persuasion: debate 10D+2, persuasion: oration 10D+1, search 7D, sneak 4D+1

STRENGTH 3D

Stamina 3D+1, swimming 2D+2

TECHNICAL 2D

Computer programming/repair 6D, droid programming 5D, droid repair 4D, first aid 7D, security 5D+1, starfighter repair 2D+1

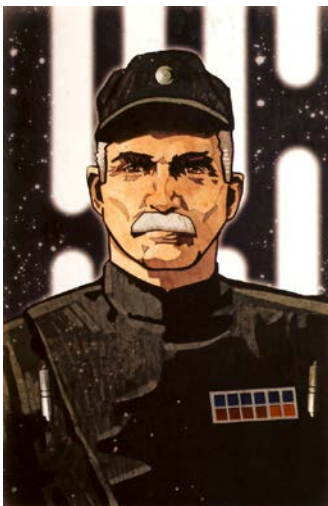
Force Points: 5

Character Points: 10

Move: 8

Equipment: Comlink, datapad, hold-out blaster (3D)

Admiral Gilad Pellaeon



The New Essential Chronology, John Van Fleet

Admiral Pellaeon served as Supreme Commander of the Galactic Alliance for four years, following the death of Supreme Commander Sienn Sovv during the Swarm War. Admiral Pellaeon served the Galactic Alliance with distinction following nearly eighty years of service under the governments of the Galactic Republic, the Galactic Empire, the Imperial Remnant, and finally culminating with the Galactic Alliance.

When Supreme Commander Pellaeon received reports that the Corellians had secretly developed an assault fleet and were close to activating Centerpoint Station, Pellaeon approved

Operation Roundabout, the mission to disable the station. He also deployed the Second Fleet to provide a show of force to the Corellians. Though the Jedi were successful in disabling the station, Admiral Klauskin, the commander of the Second Fleet, suffered a mental breakdown and instead occupied Tralus.

To resolve the matter, the Five Worlds' Prime Minister Aidel Saxan met with Palaeon on Toraz Station in the Kuat shipyards. The Jedi Order, headed by Luke Skywalker, provided security for this meeting. However, Saxan was assassinated along with Palaeon's body double, though Palaeon himself escaped harm. The investigation into the assassination, headed by Jacen Solo, concluded that Thracken Sal-Solo was behind the assassination, but was unable to prove it.

Later, Chief of State Omas authorized the formation of the Galactic Alliance Guard, promoted Jacen Solo to the rank of colonel, and placed him in command of the Guard. Palaeon opposed the formation of a secret police, as he felt that the posting would corrupt Solo. Palaeon resigned the day after the creation of the GAG and Admiral Cha Niathal took over as Supreme Commander. Palaeon returned to the Imperial Remnant and continued to monitor the Galactic Alliance closely. As Palaeon remained an influential figure in the Imperial Remnant and was often consulted by the Council of Moffs, he would eventually reclaim his position as head of state of the Remnant.

As he increasingly began to loathe Jacen Solo's actions, Palaeon hesitated in committing Remnant forces to aid the Galactic Alliance. When Solo offered Bilbringi and Borleias to the Remnant in exchange for assisting the Galactic Alliance in interdicting Fondor, Palaeon reluctantly agreed to assist. Just prior to the Battle of Fondor, however, Palaeon ordered Admiral Natasi Daala to hold her forces in reserve as a backup force in case something went wrong.

When Solo violated a cease-fire during the Battle of Fondor, Palaeon refused to aid him. Tahiri Veila then shot Palaeon in the chest with a blaster. Before Palaeon finally succumbed, he tapped out a recognition code to Daala. Daala's Maw Irregular Fleet then jumped into the battle and proceeded to demolish Solo's fleet.

Admiral Gilad Pellaeon (As of *Revelation*)

CL 20

Medium Human Noble 6/Soldier 4/Officer 10

Destiny 4; Force 6; Dark Side 4

Init +14; Senses Low-light vision, Perception +19

Languages Basic, Bothese, 8 unassigned

Defenses Ref 31 (flat-footed 31), Fort 32, Will 38

hp 119; Threshold 32

Speed 6 squares

Ranged blaster pistol +18 (3d6+10)

Base Atk +18; **Grp** +17

Atk Options Combat Reflexes

Special Actions Battle Analysis, Born Leader, Command Cover +5, Cover Fire, Distant Command, Dodge, Rally, Share Talent x5

Abilities Str 9, Dex 8, Con 10, Int 19, Wis 18, Cha 18

Talents Born Leader, Distant Command, Rally, Battle Analysis, Cover Fire, Assault Tactics, Deployment Tactics, Field Tactics, Outmaneuver, Tactical Edge

Feats Armor Proficiency (Light, Medium, Heavy), Combat Reflexes, Dodge, Linguist (x1), Skill Focus (x1), Toughness, Weapon Focus (pistols), Weapon Proficiency (advanced melee, pistols, rifles, simple)

Skills Deception +19, Gather Information +19, Initiative +14, Knowledge (Tactics) +19, Perception +19, Persuasion +24, Use Computer +19

Possessions blaster pistol, datapad, code cylinder, long-range comlink

Gilad Pellaeon – D6 Stats

(As of *Revelation*)

Type: Imperial Grand Admiral

DEXTERITY 2D+2

Blaster 9D+2, blaster: blaster pistol 10D+2, dodge 9D, grenade 8D+2, melee 8D+1, melee parry 7D+1, missile weapons 7D+2

KNOWLEDGE 3D

Alien species 7D+2, bureaucracy 9D, business 7D, cultures 6D+2, intimidation 9D, languages 7D+2, law enforcement 7D, law enforcement: Imperial law 10D+2, planetary systems 11D+2, tactics 10D, tactics: capital ships 12D+2, tactics: ground assault 11D+1, value 8D, willpower 9D+2

MECHANICAL 3D+2

Astrogation 10D+2, capital ship gunnery 8D, capital ship gunnery: concussion missiles 9D, capital ship piloting 11D, capital ship piloting: Imperial Star Destroyer 13D+1, capital ship shields 9D, communications 8D, repulsorlift operation 8D, sensors 8D, space transports 8D+1

PERCEPTION 3D+1

Bargain 8D, command 9D+2, command: Imperial Navy officers 11D, command: Imperial Moffs 11D+2, con 8D, gambling 7D, hide 8D, search 9D+2, sneak 8D

STRENGTH 2D+1

Brawling 3D+1, stamina 8D

TECHNICAL 3D

Capital ship repair 7D, capital ship weapon repair 6D, computer programming/repair 6D+2, demolitions 6D, droid programming 6D, droid repair 4D+2, first aid 8D, repulsorlift repair 5D+2, security 10D

Force Points: 5

Character Points: 32

Move: 10

Equipment: blaster pistol (4D), datapad, code cylinder, long-range comlink

Syal Antilles

The elder daughter of Wedge Antilles and Iella Wessiri Antilles, Syal fought against her home planet of Corellia in the opening engagements of the Second Galactic Civil War. Prior to 40 ABY, Syal legally changed her name to Lysa Dunter to escape her famous father's shadow and make a name for herself.

Syal later was transferred to command a squadron of Aleph-class fighters stationed on the *Blue Diver*, a Mon Calamari Heavy Cruiser assigned to the Second Fleet. During an assassination attempt on Jacen Solo while he was piloting a reconnaissance fighter, Syal provided cover fire and helped him escape, earning her Solo's congratulations and a promotion to captain. Shortly afterward, the Centerpoint Station superweapon was fired, destroying most of the Second Fleet. Syal's entire squadron as well as her fiancée, Tiom Rordan, were among the dead.

Syal later became a member of Rakehell Squadron, under her father's command. Rakehell Squadron provided cover fire for the team sent to extract the Chume'da, Allana Djo, who was being held captive by Darth Caedus onboard the Anakin Solo. Along with the rest of the squadron, Syal acquitted herself with distinction.

Syal Antilles (As of *Fury*)

CL 5

Medium Human Soldier 5

Destiny 2; **Force** 7; Dark Side 0

Init +11; **Senses** Low-light vision, Perception +8

Languages Basic, Binary

Defenses Ref 18 (flat-footed 14), Fort 19, Will 16

hp 64; **Threshold** 19

Speed 6 squares

Ranged blaster pistol +9 (3d6+2)

Base Atk +5; **Grp** +9

Special Actions Battle Analysis, Cover Fire, Draw Fire

Starship Maneuvers Known (Pilot +11): *attack pattern delta, Corellian slip*

Abilities Str 12, Dex 18, Con 13, Int 13, Wis 13, Cha 12

Talents Battle Analysis, Cover Fire, Draw Fire

Feats Armor Proficiency (Light, Medium), Skill Training (x1), Starship Tactics (x1), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Initiative +11, Mechanics +8, Perception +8, Pilot +11, Use Computer +8

Possessions blaster pistol, padded flight suit (+3 armor), utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

Syal Antilles – D6 Stats

(As of *Fury*)

Type: Brash Pilot

DEXTERITY 3D

Blaster 4D, brawling parry 3D+2, dodge 4D, dodge: energy weapons 5D, melee combat 3D+2, vehicle blasters 3D+1

KNOWLEDGE 2D

Alien species 2D+2, intimidation 2D+1, planetary systems 2D+2, willpower 2D+1

MECHANICAL 4D

Astrogation 4D+2, repulsorlift operation 5D+2, starfighter piloting 6D, starfighter piloting: Eta-5 7D+2, starfighter piloting: Aleph 6D+2

PERCEPTION 3D

Con 3D+2, gambling 3D+1, persuasion 4D

STRENGTH 3D

TECHNICAL 3D

Droid repair 3D+2, repulsorlift repair 4D, starfighter repair 4D+2

Move: 10

Force Points: 2

Character Points: 15

Equipment: blaster pistol (4D), GFFA uniform, GFFA flight suit, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

Lon Shevu

Second in command of the Galactic Alliance Guard, Lon Shevu was formerly a member of Coruscant Security. Though he disagreed with Colonel Jacen Solo's methods, he was a loyal officer, and was personally handpicked by Solo for this trait. After his transfer to the Galactic Alliance Guard, Shevu worked closely with Ben Skywalker and grew fond of him.

After the bounty hunter Ailyn Haburr was taken into custody, Shevu began to doubt Solo's methods when she died during her interrogation by Jacen Solo. It was later determined that Haburr was actually Boba Fett's daughter, Ailyn Vel. Shevu would later tell Ben Skywalker that he would have preferred Fett's kind of justice.

When Chief of State Omas met with Five World Prime Minister Dur Gejjen on Vulpter, Shevu was in charge of the operation to assassinate Gejjen. The mission group included Ben Skywalker and Lieutenant Lekauf. After it looked like their group was about to be detained by Vulpter Security, Lekauf disobeyed orders and sacrificed himself to allow the rest of the group to escape. This would cause both Ben and Shevu grief.

Later, when Skywalker approached Shevu about finding evidence connecting his cousin to his mother's death, Shevu agreed to help him. Shevu met with Admiral Niathal about getting clearance to inspect Solo's StealthX, which she granted. Using a Coruscant Security Force forensics droid, Ben and Shevu were able to genetically compare a hair collected from Solo's StealthX with a lock of hair that once belonged to Mara Jade Skywalker; they were a perfect match. This was evidence that Jacen Solo had indeed murdered Mara.

After the Battle of Fondor, Shevu met with Chief of State Solo. In this meeting, Solo confirmed that he had indeed killed Mara Jade Skywalker as a means to ascend to Sith Lord status, and that from that moment on, he wanted to be referred to as Darth Caedus. At great personal risk, Shevu recorded the entire meeting, and later transmitted the recording to Ben Skywalker, who was overseeing the evacuation of the Jedi hideout on Endor.

Shevu continued to spy on Caedus, but was eventually found out and captured alongside Ben by Caedus' Sith apprentice Tahiri Veila. Veila tortured Shevu to force Ben to reveal the location of the Jedi. In the process, Veila accidentally killed Shevu during the interrogation. Ben managed to escape with Shevu's body and made arrangements for it to be sent to Shevu's widow for burial.

Lon Shevu (As of *Invincible*)

CL 10

Medium Human Soldier 8/Officer 2

Destiny 5; **Force** 11

Init +13; **Senses** Perception +14

Languages Basic, Bothese, Rodese, Zabrak

Defenses Ref 26 (flat-footed 23), Fort 28, Will 26

hp 98; **Threshold** 28

Speed 6 squares

Melee unarmed +13 (1d4+7)

Ranged blaster rifle +13 (3d8+5) or

Ranged blaster rifle +8 (3d8+5) with Autofire or
Ranged blaster rifle +14 (3d8+5) with Careful Shot or
Ranged blaster rifle +11 (4d8+5) with Rapid Shot or
Ranged blaster rifle +12 (4d8+5) with Careful Shot and Rapid Shot
 or

Ranged blaster rifle +8/+8 (3d8+5) with Double Attack or

Ranged blaster rifle +6/+6 (4d8+5) with Double Attack and Rapid
 Shot

Base Atk +10; **Grp** +13

Atk Options Careful Shot, Double Attack, Far Shot, Point Blank
 Shot, Rapid Shot

Special Actions Battle Analysis, Born Leader, Charging Fire,
 Command Cover +1, Coordinated Attack, Indomitable, Shake it Off,
 Share Talent (Battle Analysis)

Abilities Str 14, Dex 16, Con 14, Int 17, Wis 15, Cha 15

Talents Born Leader, Armored Defense, Second Skin, Battle
 Analysis, Indomitable

Feats Armor Proficiency (Light, Medium), Careful Shot, Charging
 Fire, Coordinated Attack, Double Attack (rifles), Far Shot, Point
 Blank Shot, Rapid Shot, Shake it Off, Weapon Finesse, Weapon
 Proficiency (pistols, rifles, simple)

Skills Endurance +12, Initiative +13, Knowledge (Tactics) +13,
 Mechanics +13, Perception +14, Pilot +13, Use Computer +13

Possessions blaster rifle, GAG armor (+7 armor), audiorecorder

Lon Shevu – D6 Stats

(As of *Invincible*)

Type: Galactic Alliance Guard Captain

DEXTERITY 3D+1

Blaster rifle 7D, brawling parry 6D+2, dodge 6D, melee combat
 5D

KNOWLEDGE 2D

Intimidation 6D+1, law enforcement 6D, law enforcement: GFFA
 7D+2

MECHANICAL 3D+2

Communications 5D, repulsorlift operation 6D+2, space
 transports 7D+2

PERCEPTION 4D

Investigation 8D, investigation: Coruscant 9D+1, persuasion
 6D+2, search 6D, sneak 8D

STRENGTH 3D

Brawling 5D, stamina 4D+2

TECHNICAL 2D

Computer programming/repair 4D, security 7D

Force Points: 2

Character Points: 16

Move: 10

Equipment: blaster rifle (5D), GAG armor (+2D physical, +1D+2
 energy), audiorecorder

Jori Lekauf

Shortly after it was formed, Lekauf decided to enlist in the
 GAG. His grandfather had served in the 501st Legion and he
 wanted to follow in his grandfather's footsteps by serving Vader's
 grandson, Jacen Solo. Lekauf was fiercely loyal to Colonel Solo, but
 on occasion questioned Solo's methods.

When Solo assigned his cousin to assassinate Dur Gejjen on
 Vulpter, Captain Lon Shevu and Lekauf accompanied Skywalker to
 train him in sniper duties. Though the operation was successful,
 Vulpter Security had effectively prevented the team from escaping.
 Captain Shevu ordered Lekauf and Skywalker to make it to their
 escape vehicle while he provided a distraction. Lekauf disobeyed
 orders, took a hostage and stole a ship. Jori then self-destructed the
 ship so that security would believe the killer was already dead and
 Ben would go free.

Jori Lekauf (As of *Sacrifice*)

CL 7

Medium Human Soldier 7

Force 8

Init +10; **Senses** Perception +11

Languages Basic, Mon Calamarian

Defenses Ref 19 (flat-footed 17), Fort 23, Will 18

hp 74; **Threshold** 23

Speed 6 squares

Melee unarmed +9 (1d4+5)

Ranged blaster rifle +9 (3d8+3) or

Ranged blaster rifle +4 (3d8+3) with Autofire or

Ranged blaster rifle +7 (4d8+3) with Rapid Shot or

Ranged blaster rifle +4/+4 (3d8+3) with Double Attack or

Ranged blaster rifle +2/+2 (4d8+3) with Double Attack and Rapid
 Shot

Base Atk +7; **Grp** +9

Atk Options Combat Reflexes, Double Attack, Rapid Shot

Special Actions Battle Analysis, Charging Fire, Coordinated
 Attack, Cover Fire, Dodge, Draw Fire, Harm's Way

Abilities Str 14, Dex 15, Con 14, Int 13, Wis 12, Cha 16

Talents Battle Analysis, Cover Fire, Draw Fire, Harm's Way

Feats Armor Proficiency (Light, Medium), Charging Fire, Combat Reflexes, Coordinated Attack, Dodge, Double Attack (rifles), Rapid Shot, Toughness, Weapon Proficiency (pistols, rifles, simple)
Skills Endurance +10, Initiative +10, Knowledge (Tactics) +9, Perception +11, Use Computer +9
Possessions blaster rifle, GAG armor (+6 armor)

Jori Lekauf – D6 Stats

(As of Sacrifice)

Type: Galactic Alliance Guard Lieutenant

DEXTERITY 4D

Blaster 4D+2, blaster rifle 6D, dodge 5D, melee parry 5D+1

KNOWLEDGE 2D+1

Alien species 3D, cultures 3D, intimidation 3D, scholar 3D, scholar: Imperial 501st Legion 4D

MECHANICAL 3D

Astrogation 4D, communications 4D+1, repulsorlift operation 4D+2, space transports 6D+2, swoop operation 4D

PERCEPTION 2D+2

Bargain 3D, persuasion 3D+1

STRENGTH 3D+1

Brawling 4D+2, stamina 4D

TECHNICAL 2D+2

Computer programming/repair 3D, first aid 4D

Force Points: 1

Character Points: 10

Move: 10

Equipment: blaster rifle (5D), GAG armor (+2D physical, +1D+2 energy)

Heol Girdun

Handpicked by Colonel Jacen Solo to be a part of the Galactic Alliance Guard, Heol Girdun helped manage the Galactic Alliance Intelligence Division during the fight against Corellian terrorists on Coruscant. Girdun specialized in prisoner interrogation. While Ben Skywalker thought him to be a cruel and callous man, even Girdun was horrified when Jacen Solo unintentionally killed Ailyn Habuur during her interrogation. After the death of Galactic Alliance Chief of State Cal Omas and the subsequent placing of Galactic Alliance Intelligence under the control of the GAG, Girdun was put in command of GA Intelligence.

Heol Girdun (As of Revelation)

Medium Human Soldier 6/Officer 2

Init +12; **Senses** Perception +11

Languages Basic, Huttese, Rodese

CL 8

Defenses Ref 23 (flat-footed 20, with Flurry 18), Fort 21, Will 24
hp 38, Fortifying Recovery; **Threshold** 21; Galactic Alliance Military Training

Speed 6 squares

Melee by weapon +10

Ranged sidearm blaster +11 (3d6+4)

Base Atk +8; **Grp** +11

Atk Options Comrades in Arms, Cunning Attack, Disarm and Engage, Flurry, Point Blank Shot, Precise Shot

Special Actions Assault Tactics

Abilities Str 14, Dex 16, Con 13, Int 15, Wis 14, Cha 12

Special Qualities command cover +1, share talent

Talents Assault Tactics, Comrades in Arms, Disarm and Engage

Feats Armor Proficiency (light, medium), Cunning Attack, Flurry, Fortifying Recovery, Galactic Alliance Military Training, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Knowledge (tactics) +11, Perception +11, Pilot +12, Treat Injury +11, Use Computer +11

Possessions audiorecorder, sidearm blaster

Heol Girdun – D6 Stats

- Stats by dhawk

(as of Revelation)

Type: Commander of Galactic Alliance Intelligence/Galactic Alliance Guard Officer

DEXTERITY 2D+1

Blaster 5D, brawling parry 5D+2, dodge 5D, grenade 4D+2, melee combat 5D+1

KNOWLEDGE 3D+2

Alien species 5D, bureaucracy 6D, bureaucracy: Coruscant Security Force 7D, bureaucracy: Galactic Alliance Intelligence 7D+2, cultures 4D+1, intimidation 8D+2, law enforcement 7D, law enforcement: Coruscant 7D+2, tactics 5D, tactics: squads 5D+2, value 6D, willpower 5D

MECHANICAL 2D+1

Communications 4D+2, repulsorlift operation 4D+2, sensors 5D

PERCEPTION 3D+2

Bargain 5D+2, command 6D, command: Galactic Alliance Intelligence 6D+2, command: Coruscant Security Force 7D, con 6D, investigation 7D+2, investigation: interrogation 8D+1, persuasion 7D+2, search 6D, sneak 4D

STRENGTH 3D

Brawling 5D, stamina 5D

TECHNICAL 3D

Blaster repair 4D, Computer programming/repair 4D+2, droid programming 4D+2, first aid 5D, security 7D+2

Force Points: 1

Dark Side Points: 5

Character Points: 8

Move: 10

Equipment: blaster pistol (4D), comlink, Galactic Alliance Guard uniform, various interrogation implements

The Galactic Alliance Guard



Galaxy of Intrigue

- Info and Stats by DarkJedi82

During the Second Galactic Civil War, Coruscant was the site of several terrorist attacks. To protect the citizenry, the Galactic Federation of Free Alliances created an anti-terrorist unit called the Galactic Alliance Guards. Their mission was to find suspected terrorists, (at one point, this included all Corellians on Coruscant), and either deport them to their home system, or imprison them for trial.

Many citizens saw the GAG soldiers as heroes, but most people saw them as little better than Imperial stormtroopers. And for good reason: GAG agents were empowered to enter any place they wished without probable cause just on the suspicion of terrorist activity.

Each GAG agent was issued a combat jumpsuit and a blast helmet (complete with a black visor to hide their identity), as well as a blaster rifle, and a standard stun baton. Some tactical teams also had access to grenades and explosives to break fortified terrorist sites.

The GAG was led by Colonel Jacen Solo. During the larger operations, he was often seen leading his troops wearing the standard GAG combat jumpsuit, a black cloak and his lightsaber. This mode of dress reminded a number of Coruscanti citizens, as well as Jacen's own troops, of Darth Vader and his stormtroopers.

Jacen refused to wear the GAG helmet as he thought that if the citizenry could see his face during the GAG operations, they would deduce that he was not ashamed of his actions. Jacen knew that many, including the Jedi Council, did not approve of his actions and hoped to convince them otherwise.

Galactic Alliance Guard

These are the rank-and-file soldiers of the GAG. They are relatively inexperienced and are thus more often used for crowd control, than actually breaching buildings.

Galactic Alliance Guard

CL 2

Medium Human Nonheroic 4

Force 0; Dark Side 0

Init +7; Senses Perception +8

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 10, Will 11

hp 10; Threshold 10

Speed 6 squares

Melee unarmed +3 (1d6+0) or

Melee stun baton +3 (1d6+0)

Ranged blaster rifle +3 (3d8+0) or

Ranged blaster rifle -2 (3d8) with Autofire

Base Atk +3; Grp +3

Atk Options Pin, Trip

Abilities Str 10, Dex 11, Con 11, Int 10, Wis 12, Cha 10

Feats Armor Proficiency (Light), Martial Arts I, Pin, Trip, Weapon Proficiency (rifles, simple)

Skills Initiative +7, Perception +8

Possessions stun baton, blaster rifle, combat jumpsuit, binder cuffs, long-range comlink

Typical Galactic Alliance Guard

Type: GAG Soldier

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dodge 5D, grenade 5D

KNOWLEDGE 2D+1

Survival 3D+1

MECHANICAL 2D+2

Repulsorlift operation 4D+2

PERCEPTION 2D+2

Search 4D+2

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 2D+1

Demolitions 3D+1

Force Points: 2

Character Points: varies; usually 0-5

Move: 10

Equipment: GAG armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster pistol (4D), blaster rifle (5D), stun baton, binder cuffs, comlink

Elite Galactic Alliance Guard

These elite GAG soldiers are veterans of several operations. They are most often seen assisting shocktroopers in breaching fortified locations. They are sometimes also seen assisting in crowd control.

Galactic Alliance Guard

CL 4

Medium Human Soldier 2/Nonheroic 4

Force 8; Dark Side 0

Init +8; Senses Perception +9

Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 14, Will 13

hp 20; Threshold 14

Speed 6 squares

Melee unarmed +5 (1d6+1) or

Melee stun baton +5 (1d6+1)

Ranged blaster rifle +5 (3d8+1) or

Ranged blaster rifle +0 (3d8+1) with Autofire or

Ranged grenade, stun +5 (4d6 stun)

Base Atk +5; Grp +5

Atk Options Pin, Trip

Special Actions Coordinated Attack, Indomitable

Abilities Str 10, Dex 11, Con 11, Int 10, Wis 12, Cha 10

Talents Indomitable (x1)

Feats Armor Proficiency (Light), Coordinated Attack, Martial Arts I, Pin, Trip, Weapon Proficiency (heavy, pistols, rifles, simple)

Skills Initiative +8, Perception +9

Possessions stun baton, blaster rifle, GAG armor, binder cuffs, long-range comlink

Typical Elite Galactic Alliance Guard

Type: Elite GAG Soldier

DEXTERITY 3D

Blaster 6D, brawling parry 5D+1, dodge 5D, grenade 5D,

KNOWLEDGE 2D+1

Survival 3D+1

MECHANICAL 2D+2

Repulsorlift operation 4D+2

PERCEPTION 2D+2

Search 5D+1

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 2D+1

Demolitions 3D+1

Force Points: 2

Character Points: varies; usually 0-5

Move: 10

Equipment: GAG armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster pistol (4D), blaster rifle (5D), stun baton, binder cuffs, comlink

Galactic Alliance Guard Shocktrooper

GAG shocktroopers are the first to breach a terrorist holdout. They carry grenades in addition to their standard equipment to help overcome any resistance.

They also have training in demolition to break fortified positions.

Galactic Alliance Guard Shocktrooper

CL 6

Medium Human Soldier 4/Nonheroic 4

Force 9; Dark Side 0

Init +10; Senses Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 17, Will 15

hp 38; Threshold 17

Speed 6 squares

Melee unarmed +7 (1d6+2) or

Melee stun baton +7 (1d6+2)

Ranged blaster rifle +8 (3d8+2) or

Ranged blaster rifle +3 (3d8+2) with Autofire or

Ranged grenade, stun +8 (4d6 stun)

Base Atk +7; Grp +8

Atk Options Pin, Trip

Special Actions Coordinated Attack, Indomitable

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 10
Talents Demolitions, Indomitable (x1)
Feats Armor Proficiency (Light), Coordinated Attack, Martial Arts I, Pin, Skill Training (x1), Trip, Weapon Proficiency (heavy, pistols, rifles, simple)
Skills Initiative +10, Mechanics +9, Perception +10
Possessions stun baton, blaster rifle, stun grenade, GAG armor, binder cuffs, long-range comlink, detonite (5d6 1sq radius) (x2)

Typical Galactic Alliance Guard Shocktrooper

Type: GAG Shocktrooper

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dodge 5D, grenade 5D+2

KNOWLEDGE 2D+1

Survival 4D, tactics: sieges 4D+1

MECHANICAL 2D+2

Repulsorlift operation 4D+2

PERCEPTION 2D+2

Search 5D

STRENGTH 3D

Brawling 4D, stamina 4D+1

TECHNICAL 2D+1

Demolitions 4D+2

Force Points: 2

Character Points: varies; usually 0-5

Move: 10

Equipment: GAG armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), stun baton, blaster rifle (5D), stun grenade (6D/5D/3D/2D (Stun)), 2 frag grenades (5D/4D/3D/2D), binder cuffs, long-range comlink, detonite (5D) (x2)

Elite Galactic Alliance Guard Shocktrooper

These GAG shocktroopers are among the best of what the GAG has to offer. They are brought in during major anti-terrorist operations that threaten to spill into the streets of Coruscant.

They are trained in heavy weapons, and every squad has one soldier who carries a heavy repeater.

Elite Galactic Alliance Guard Shocktrooper

CL 8

Medium Human Soldier 6/Nonheroic 4

Force 10; **Dark Side** 0

Init +11; **Senses** Perception +11

Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 19, Will 17

hp 50; **Threshold** 19

Speed 6 squares

Melee unarmed +9 (1d6+3) or

Melee stun baton +9 (1d6+3)

Ranged blaster rifle +11 (3d8+5) or

Ranged blaster rifle +6 (3d8+5) with Autofire or

Ranged grenade, stun +10 (4d6 stun)

Base Atk +9; **Grp** +10

Atk Options Pin, Point Blank Shot, Trip

Special Actions Coordinated Attack, Indomitable

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 10

Talents Demolitions, Indomitable (x1), Weapon Specialization (rifles)

Feats Armor Proficiency (Light), Coordinated Attack, Martial Arts I, Pin, Point Blank Shot, Skill Training (x1), Trip, Weapon Focus (rifles), Weapon Proficiency (heavy, pistols, rifles, simple)

Skills Initiative +11, Mechanics +10, Perception +11

Possessions stun baton, blaster rifle, stun grenade, combat jumpsuit, binder cuffs, long-range comlink, detonite (5d6 1sq radius) (x2)

Typical Elite Galactic Alliance Guard Shocktrooper

Type: Elite GAG Shocktrooper

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dodge 5D, grenade 6D

KNOWLEDGE 2D+1

Survival 4D, tactics: sieges 5D

MECHANICAL 2D+2

Repulsorlift operation 4D+2

PERCEPTION 2D+2

Search 5D

STRENGTH 3D

Brawling 4D, stamina 4D+1

TECHNICAL 2D+1

Demolitions 4D+2

Force Points: 2

Character Points: varies; usually 0-5

Move: 10

Equipment: GAG armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), stun baton, blaster rifle (5D), stun grenade (6D/5D/3D/2D (Stun)), 2 frag grenades (5D/4D/3D/2D), binder cuffs, long-range comlink, detonite (5D) (x2)

Galactic Alliance Guard Officer

These individuals are the ones who coordinate the efforts of the GAG. They are more than capable of taking care of themselves;

many of them are former shocktroopers or have, at the very least, spent some time in the field with them as a part of their officer training. They know how to use all the weapons usually carried by the GAG in case a fellow soldier falls, but carry only a blaster pistol and a stun baton themselves.

Galactic Alliance Guard Officer

CL 8

Medium Human Noble 2/Soldier 4/Nonheroic 4

Force 10; **Dark Side** 0

Init +11; **Senses** Perception +11

Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 19, Will 19

hp 46; **Threshold** 19

Speed 6 squares

Melee unarmed +8 (1d6+3) or

Melee stun baton +8 (1d6+3)

Ranged blaster pistol +9 (3d6+3) or

Ranged blaster pistol -1 (3d6+3) and grenade, stun -1 (0d0+3) or

Ranged grenade, stun +9 (4d6 stun)

Base Atk +8; **Grp** +9

Atk Options Pin, Trip

Special Actions Born Leader, Coordinated Attack, Indomitable

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 10

Talents Born Leader, Demolitions, Indomitable (x1)

Feats Armor Proficiency (Light), Coordinated Attack, Martial Arts I, Pin, Skill Training (x2), Trip, Weapon Focus (rifles), Weapon Proficiency (heavy, pistols, rifles, simple)

Skills Initiative +11, Mechanics +10, Perception +11, Persuasion +10

Possessions stun baton, blaster pistol, stun grenade, combat jumpsuit, binder cuffs, long-range comlink, GAG officer uniform

Typical Galactic Alliance Guard Officer

Type: GAG Officer

DEXTERITY 2D

Blaster 3D

KNOWLEDGE 4D

Bureaucracy: Galactic Alliance 7D+2, intimidation 6D+2, tactics: squads 5D, tactics: sieges 5D+1

MECHANICAL 3D

PERCEPTION 3D+2

Bargain 5D+2, command 6D+2, persuasion 7D

STRENGTH 2D+1

TECHNICAL 3D

Computer programming/repair 7D

Force Points: 2

Dark Side Points: 0

Character Points: 8

Move: 10

Equipment: Blaster pistol (4D), Galactic Alliance Guard officer's uniform, stun baton, stun grenade (6D/5D/3D/2D (Stun)), combat jumpsuit, binder cuffs, long-range comlink

Adventure Ideas

Golden Army Plot Part I

Chaos is gripping Coruscant! As Colonel Solo and the Galactic Alliance Guard begin to strike out at terrorist cells, more and more terrorism begins. The heroes are hired by Colonel Solo to help end this threat once and for all. Solo has found a lead for a terrorist group that seems to be coordinating the Corellians and others who are conducting terrorist acts. Calling themselves the Golden Army, they will stop at nothing to destroy the Galactic Alliance and the GAG. Their lead points to the Uscru Entertainment District as the cells point of operation. Once there the heroes are to find their contact at the Galaxies Opera House that evening for the next step.

When they arrive that evening, they are approached by a cloaked figure, who calls itself "Wraith". It tells the heroes that the Outlander Club is a front for the Golden Army, and that the group will be prepared for any assault. They heroes must extract the gang leader, Yoly Heff. When the heroes go to confront the Golden Army, they will quickly realize they have been led into a trap! The heroes must now escape with their lives and Yoly Heff. More importantly they must relay the intelligence leak to Colonel Solo. What the heroes do not know is that the Golden Army has bombs rigged along the whole street. A 20 minute countdown began when the heroes entered the Outlander Club, and unless they escape soon, they shall be killed in the ensuing explosion!

Golden Army Plot Part II

The Galactic Alliance Guard under the leadership of Colonel Jacen Solo has successfully routed the terrorist groups, including the criminal gang/terrorist group the Golden Army. The Golden Army has become desperate, with the group splintering. One extreme group decides to take hostages at the busy Eastport, the busiest spaceport on Coruscant. The standard procedure for the GAG would be to storm the building, but there is a risk of huge civilian casualties.

Instead the Galactic Alliance Guard opts to have the heroes perform a surgical strike against the radical terrorists. It is imperative that civilian casualties are minimal during the operation, for the public backlash will be tremendous.

Short Stories

Of Demons and Politicians

By Matt Norton

Senator Sanju Gree never enjoyed bad news. It was common for the most junior aides to be sent in when there was bad news. And since the rise of a more authoritarian Galactic Alliance, Gree's anger had increased ten-fold.

The human before him was almost quivering in the senator's room. "...Ah, senator Gree.....I have some bad news about your gang."

Gree bathed in the morning sun, and thus was naught but a silhouette. This was ironic since the ambassador was an albino Druek, a species already known for their white chalky skin. His long golden hair and extremely fair skin were only matched by his equally strange eyes. Gree's left was purple and his right eye was red. He was flanked by his protocol droid. Across the room was Gree's majordomo and bodyguard Ken Vraic.

Gree's silhouette waved the aide to continue, acting unfazed. The human now sounded more confident. "The Golden Army met with a complication. The Galactic Alliance Guard had sent agents to disrupt our activities in the Outlander Club."

The senator rose, continuing to hide in the sunlight. Facing the window, the senator began to speak quietly. "So it was expected. You see.....its all part of the plan..." Gree said those last words with a sadistic tone. The aide could only imagine the smirk on Gree's face. "When will Heff provide his report?"

The confidence drained again from the aide. "Ah....that is the problem. Heff is gone. We suspect he is either dead or in GAG hands."

Gree snapped around instantly. A blaster seemed to mysteriously appear in his hands. Without blinking Gree shot the aide, hitting him squarely in the head. Gree jumped over his desk and landed upon the now deceased aide. "WHAT DID YOU SAY!?!?!?!"

Gree was in a murderous rage now, shaking the limp aide violently. His eyes bore into the aide's dead eyes gaze as though he was trying to intimidate him. "HOW COULD THIS HAVE HAPPENED!? WE ARE THE GOLDEN ARMY, WE DON'T FAIL, AND WE DON'T SURRENDER!" Shaking even more violently,

"HOW CAN YOU BE MY NUMBER ONE AGENT WHEN YOU ALLOW FAILURE LIKE THIS!?!?!"

Gree's eyes then glossed over. "Oh no, oh no!" He seemed to be on the verge of tears. "How could my little birdie be so stupid? How could he get himself killed like this?"

Vraic finally spoke. "Sir, we will need to act. I can hire an assassin and eliminate Heff if he lives. Give me twenty four hours and it shall be done."

Gree stood up finally. He still firmly clutched his blaster but his demeanor was now completely different. "Of course, yes Vraic. Make it so. Heff is too dangerous alive. Make sure our new friend Brie does it." Turning back to face the Coruscant landscape, Gree seemed so serene once more.

Vraic pulled out his comlink. "Please send out a clean-up crew, code 7." A quick acknowledgement and Vraic turned to face Gree. "Yes sir, of course. Now, your 11 o'clock meeting with Colonel Solo is fast approaching, you should get your next tidbit of information read."

Hearing that name sent Gree over the edge again. Using the pistol, he raised it at his protocol droid. "How may I..." was all it could say before Gree began to bludgeon it with the butt of his gun. And again, and again until the whole head had been smashed in.

Vraic went back to his comlink. "And please bring up another protocol droid; the latest has had another accident."

Gree finally got up from the ruined droids body. "I HATE THAT MAN!" Gree composed himself instantly and smiled. "But I guess war makes strange bed-fellows." He again faced the window, his hands behind his back and the gun still clutched in his hand. "It is time to lead him on a wild nerf chase. It is time to continue with the plan."

He turned around and faced Vraic. "You do a wonderful job Ken," he put his left hand on Vraic's shoulder, "that is why you are my number one agent."

End

A House Lacking Order

By Matt Norton

The Battle of Balmorra had been over for a couple of hours now, the planet lost, but Colonel Jacen Solo's ultimate goal of crushing the Commenorian and Hutt Fleets was successful. *No, I am Darth Caedus now, not Jacen Solo.* With the Hutt and Commenorian Fleets crushed and weakened, this would give Caedus the chance he needed to get the decisive victory he

needed. When he had that decisive victory, he would finally be able to impose the peace and stability the galaxy needed.

People have been disagreeing with his methods, some seeing it as heavy handed and wasteful. And they all just saw him as Colonel Solo. He hated both of those facts. It would take time now to throw away his now useless identity and understand the genius of his greater plan. But for now that useless identity would serve him well to speak to the mortals he is surrounded with and people will have to live with just trusting in his superior judgment.

Commander Twizzl, the captain of Caedus's personal Star Destroyer the *Anakin Solo*, approached him from the comm station. "Sir, transmission is coming in to you from Coruscant; it is from Chief of State Niathal."

Caedus casually waved his hand in approval and walked over to the comm station. He hated the Mon Calamari. "This is Solo, is everything alright Niathal?"

Cha Niathal's tone was as indignant as ever. "I advise you be careful how you use the Galactic Alliance's fleets. They are not toys."

Ha, you threaten me? Caedus refrained from saying that publicly, but he was certain that was what she meant. "Ultimately the 4th Fleets sacrifice will not be in vain. It will help us get a decisive blow against the Confederation in the upcoming battle."

Niathal nodded, "Fine, but I also came to warn you that you are about to get some angry calls. While we may not always agree, I will be civil with you since we are equals." Caedus scoffed in his head. *Ha, equals for now, but I don't need you.* "The people who are going to call you will not." The transmission cut then. Caedus could only wonder what she meant when the comm indicated he had another transmission coming in. Actually three. "Sir, we have three transmissions coming in, asking to speak with Colonel Solo. Privately."

Caedus nodded. "Fine, I will take it in my office." The walk was quick and uneventful. When he entered his room he took a seat at his desk and hit a few buttons. Three holographic images appeared in front of him, all standing.

"Gentlemen, what can I do for you?" From the stances though, Caedus knew he was going to be annoyed with this. To the left was the human governor of Eriadu, Jenx Qrain. He wore a simple green tunic with matching pants. His graying hair was slicked back, making it seem like he is trying to pull back his hair line. The man in the center was the tall and imposing figure of Prime Minister Kal Saldor. A Druek from Dorig, his chalky white skin and jet black hair were only matched by his deep blue eyes. He had his arms folded across his chest, wearing a simple white robe and turban. The man on the right was the most alien of all. There stood with his cane was Emperor Kilo'Khan of Corsal. Wearing his traditional black robes

and simple headdress, Kilo'Khan looked like a shriveled up raven with no feathers. Being eighty five does not afford one the luxury of looking young.

Kilo'Khan spoke first. "We are extremely upset with your actions at Balmorra Colonel Solo!" *Caedus*, he reminded Kilo'Khan.

"If you think about it strategically, I think you can understand my actions were perfectly rational," Caedus said calmly.

Governor Qrain spoke up, "There is no rationality to throwing ships in a *suicidal*," he emphasized, "attack. Yes, we may have dealt a blow to the Hutts and Commenorians, but the 4th Fleet was ruined."

"And you lost Balmorra, a critical world to the Alliance," said Prime Minister Saldor.

Caedus understood the problem now. "Ah, so you are all upset that the ships you all loaned me from your respective planets navies suffered some casualties. I assure you my judgment was sound and my actions justified."

Kilo'Khan began to jab his finger in the air. "You can't expect us to constantly trust in this elusive intuition you have. That is not proper for a military leader!" The others nodded in acknowledgement. "Of all those present, I have the most experience in war, having fought in three major galactic conflicts, and I say you are a fool. Leadership in war time is not about throwing people around like cannon fodder, hoping eventually the waves of personal overwhelm your enemy. And that is what you did at Balmorra! I have read reports from my captains, those of Dorig's captains and from the captains of Eriadu's navy, and what I see is foolishness."

Caedus had heard enough. "You do not understand what is at stake here. Peace and order for the galaxy depends on great sacrifices. I have ruined the fleets of Commenor and the fleets of the Hutts. When the final, decisive battle comes we shall have the advantage because their allies will be too weak to help them. When that happens we shall finally end this war in one decisive stroke, then your men and women shall be heroes remembered for their ultimate sacrifice. And it will happen." Caedus did not appreciate Kilo'Khan's attitude and had to prove to him that he, Caedus, alone was right man to do this. "In the Force I have seen that the decisive battle shall come soon. When it does it shall break the backs of the Confederation."

Governor Qrain scoffed. "While intuition from the force may serve you well, for us mortals we want real plans, real leadership."

Caedus saw his opening. "Are you suggesting I lack leadership abilities? That all my work on Coruscant, rounding up terrorists before they killed many innocent lives was bad leadership." Caedus hoped to get them to back down based on his proven record in the Galactic Alliance Guard.

"No, we are suggesting you are a bad military leader." This was Minister Saldor again. "Don't try to play us for fools Solo, we are not amused. Either shape up or step down from your active role in this war. You may be a good cop, but you are a horrible war time leader." The others nodded in agreement.

Caedus was infuriated at this blatant insult. But he had to keep himself in check for now. Or did he? "I don't care if you disagree with my tactics. I win us the battles and I will win us this war. Expect a call from Chief of State Niathal soon; I need more of your navy's ships for the next battle. End transmission."

* * * * *

Emperor Kilo'Khan looked at the holograms of his fellow leaders. Finally he said, "Do you think we should give him more ships?"

Prime Minister Saldor chimed in first. "How? The Galactic Alliance has Dorig Sector's navy spread across from the Rimma Trade Route to the Corellian Run in the Mid Rim. I am covering the thirteen sectors with a fleet made for only one. And the Bothans keep attacking the Corellian Run. I can barely keep order in the Dorig sector as it is. How about you Governor Qrain?"

"We do not have a large fleet to begin with, so we can spare maybe four, five if we can do joint patrols with Sullast," said Qrain. What about you Emperor Kilo'Khan? I know you have given an extensive amount of ships already."

Kilo'Khan nodded. "With all of Corsal's colonies we have always had an extensive navy. But I have modernized the fleet, and that meant getting rid of a lot of ships. The only fleet that we have, the Corsal's Expeditionary Fleet, is only one hundred and twenty

ships, half of which went to the 4th Fleet. And now thirty two ships remain from what I loaned. With the Confederation attacking my colonies regularly, I do not have many ships to spare."

Kilo'Khan sighed. "I would much prefer being with the Galactic Empire right now and just staying out of this pointless war."

Governor Qrain nodded. "Indeed, the Empire trumps what we have right now, with "Emperor" Solo wasting away the Galactic Alliance as we speak."

Minister Kal slowly nodded. "My people were enslaved by the Empire, but I have to agree that Pellaeon's Galactic Empire trumps Jacen Solo's Galactic Alliance right now. But I am not up for betraying the Galactic Alliance; I am still a big proponent of galactic democracy."

The others nodded in agreement. Kilo'Khan continued. "Let us not get ahead of ourselves. Right now we have our responsibilities to the Alliance. And we all can't spare any ships. I will have a word with Chief of State Niathal and explain to her our situation. She will understand us."

End

CHAPTER 3: THE CONFEDERATION

Overview

Created in opposition to perceived meddling in Corellian affairs, the Confederation was originally a union of the five inhabited worlds of the Corellian system. While supported by some influential worlds like Fondor, Bothawui and Commenor, Corellia quickly found itself under a crippling blockade. Soon after, while on the verge of collapse, the blockade was broken by the Bothans and Commenorians. With the addition of Bothawui and Commenor, the Corellian Confederation became simply the Confederation. The Confederation gained many new supporters, and began strongly pushing back against the Galactic Alliance.

Government and Politics

The Confederation was originally a tight-knit government similar to a federation, much like the Galactic Alliance. It was led by a Prime Minister, governing with a cabinet of ministers. This cabinet consisted of the Heads of State representing each world of the Corellian system.

When the Corellian Confederation renamed itself the Confederation after other planets had joined, the form of government changed dramatically. The Confederation became a union of sovereign systems fighting to protect the integrity of their territory from the restrictions of the Galactic Alliance.

The governing body of the Confederation was the Confederate Council. The Council, much like the Provincial Council of the New Republic, made the major decisions of the Confederation government. It was made up of three permanent veto-holding members, four permanent non-veto-holding members and two rotating non-veto-holding members. The three permanent veto-holding members consisted of Corellia, Commenor and Bothawui. As they were the three founding members, they were given the greatest powers within the Council. The four permanent but non-veto members of the Council consisted of Fondor, Beshin, Adumar and Hutt Space. These members were vital to the war effort, and thus were honored with permanent seats. Finally, there were two rotating non-veto members, which were to rotate fairly every three months among all the other members of the Confederation.

Originally Corellia held the leadership position on the Council, with Bothawui and Commenor as co-equals, but as Corellian

leaders were assassinated, the Bothans and Commenorians stepped in to fill the breach. The Council deferred military control to the Supreme Commander of the Confederation military. The Council also did not interfere in the internal workings of the Confederation's member systems, wanting to avoid emulating the heavy-handed restrictions of the Alliance. Overall, it was the goal of the Confederation to be a union for defense, trade, finances and galactic affairs, but nothing more.

When the Second Galactic Civil War ended in victory for the Galactic Alliance in 41 ABY, the Confederation willingly stood down and eventually rejoined the Galactic Alliance.

Military

The Confederation military is led by a Supreme Commander. Former-Imperial General Turr Phennir currently holds this position.

The Confederation is made up of planetary navies and armies pooled together in mutual defense. While some members' ships lack the quality of the Bothans' or Corellians' ships, every member world brings with them highly dedicated and willing soldiers.

Initially the Corellians commanded inferior forces, with few ships equal or superior to the Galactic Alliance. But with the introduction of new ships during the war like the Corellian Dreadnaught and the addition of members like Bothawui and Commenor, the Confederation Fleet has now become a formidable navy.

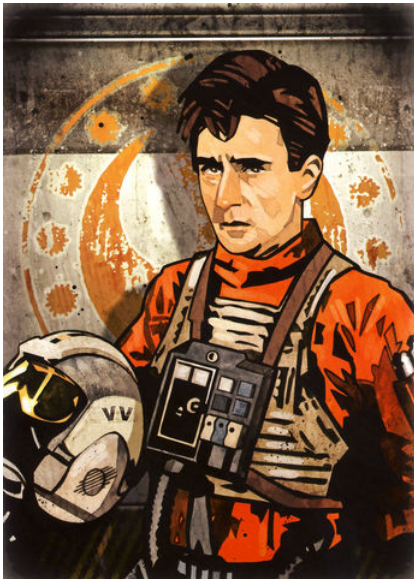
This revitalized navy inflicted heavy casualties on Alliance fleets. While the Confederation had also suffered heavy casualties, it still commanded a strong presence on the battlefield and, for a time, was within striking distance of winning the war.

But just as the Confederacy of Independent Systems at the end of the Clone Wars had victory in its grasp only to lose it, the Confederation was defeated by the Galactic Alliance in a few key battles, including suffering a staggering loss at the Battle of Centerpoint Station. Several key member worlds of the Confederation also defected back to the Alliance. After events like this, the balance of the war shifted irreversibly to the Alliance. After the war, the Confederation military was eventually reintegrated into the Alliance along with its member worlds.

Key Figures of the Confederation

The Confederation was formed in 40 ABY and was comprised of the Corellian Sector, Commenor, Bothawui, Fondor, Bespin, Adumar, the Corporate Sector, Hutt Space, Jabiim, Atzerri, Chasin, Bimmisaari, several allied planets in the Halla Sector, and Heritage Fleet Remnants. From these member states, people of every walk of life fought for the Confederation. As the Second Galactic Civil War went on, some of these key players left the Confederation over the direction of the government and the war.

Admiral Wedge Antilles



The New Essential Chronology, John Van Fleet

While Wedge was enjoying his retirement after the Yuuzhan Vong War and was content to stay out of the fighting of the Second Galactic Civil War, he was detained by Galactic Alliance Intelligence agents shortly after the war started. Wedge escaped custody and became determined to oppose the government that he believed had overstepped its authority. Upon returning to Corellia, he accepted a general's commission with the Corellian Defense Force.

After Thrackan Sal-Solo was assassinated and Dur Gejjen became the Five Worlds Prime Minister, Wedge was promoted to the rank of admiral and made Supreme Commander of the Corellian Defense Force. When Wedge found out that Gejjen used him to arrange for an assassination attempt on Queen Mother Tenel Ka of Hapes, Gejjen relieved Wedge of command of the CDF. Gejjen then immediately tried to assassinate Wedge, but he survived thanks to the help of his wife Iella, his daughter Myri, Corran and Mirax Horn, and several others.

Wedge later joined the Jedi-led resistance opposing Jacen Solo. Luke Skywalker asked Wedge to form a new elite fighter

squadron composed of Jedi, New Republic veterans and his daughter Syal; the result was Rakehell Squadron. Wedge led the squadron in the Battle of Centerpoint Station, a three-pronged attack to destroy the ancient space station and rescue Chume'da Allana Djo from Solo. During the battle, Wedge was forced to shoot down the leader of Rogue Squadron.

Wedge continued to assist the Jedi Coalition as it went on to defeat and kill Jacen Solo, thus finally ending the Second Galactic Civil War. Once the war was over, Wedge happily returned to his retirement on Corellia.

Wedge Antilles (As of *Fury*)

CL 18

Medium Human Soldier 7/Ace Pilot 5/Officer 6

Destiny 3; **Force** 15

Init +18; **Senses** Low-light vision, Perception +17

Languages Basic, Binary, Shyriiwook

Defenses Ref 21 (flat-footed 17), Fort 31, Will 35

hp 106; **Threshold** 31

Speed 6 squares

Melee vibrodagger +16 (2d4+9)

Ranged blaster pistol +20 (3d6+9) or

Ranged blaster pistol +18 (4d6+9) with Rapid Shot or

Ranged blaster pistol +8 (4d6+9) and vibrodagger +4 (3d4+9) with Rapid Shot

Base Atk +16; **Grp** +20

Atk Options Point Blank Shot, Rapid Shot

Special Actions Battle Analysis, Command Cover +3, Cover Fire, Draw Fire, Juke, Share Talent x3, Vehicle Dodge +2

Starship Maneuvers Known (Pilot +23) *attack formation zeta nine, attack pattern delta, Corellian slip, counter, Darklighter spin, evasive action, howrunner formation, snap roll, skim the surface, Skywalker loop, Tallon roll, target lock*

Abilities Str 10, Dex 18, Con 11, Int 15, Wis 16, Cha 16

Talents Battle Analysis, Cover Fire, Demolitions, Draw Fire, Elusive Dogfighter, Vehicular Evasion, Juke, Deployment Tactics, Field Tactics, Outmaneuver

Feats Armor Proficiency (Light, Medium), Starship Tactics (x3), Skill Focus (x1), Skill Training (x1), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Initiative +18, Knowledge (Tactics) +16, Mechanics +16, Perception +17, Pilot +23, Use Computer +16

Possessions blaster pistol, padded flight suit (+3 armor), utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

Admiral Wedge Antilles – D6 Stats

(As of *Fury*)

Type: Brash Pilot

DEXTERITY 3D

Blaster 7D, brawling parry 6D, dodge 8D, melee combat 5D+2, melee parry 6D, vehicle blasters 5D+2

KNOWLEDGE 2D

Alien species 8D, bureaucracy 9D, bureaucracy: GFFA 9D+1, bureaucracy: Confederation 10D+2, cultures 6D+1, languages 6D, planetary systems 8D, streetwise 7D, survival 6D+1, tactics 9D, tactics: capital ships 10D, tactics: starfighters 12D+2

MECHANICAL 4D

Astrogation 9D, repulsorlift operation 7D, space transports 7D+1, starfighter piloting: X-wing 11D, starship gunnery 9D, starship shields 8D

PERCEPTION 3D

Bargain 7D, command 11D, command: Rogue Squadron 9D+1, gambling 6D+1, hide 6D, search 6D+2, sneak 5D+1

STRENGTH 3D

Brawling 6D, stamina 8D, swimming 6D

TECHNICAL 3D

Computer programming/repair 7D+2, repulsorlift repair 6D, space transports repair 7D+2, starfighter repair: X-wing 8D

Force Points: 5

Character Points: 19

Move: 10

Equipment: blaster pistol (5D), comlink, blast vest (+1D physical, +1 energy), Confederation admiral's uniform, survival pack (see page 96 of *The Rebel Alliance Sourcebook*)

Aidel Saxan

Aidel Saxan was elected as the first Five Worlds Prime Minister soon after the Yuuzhan Vong War. She was later assassinated by intermediaries of Dark Lady Lumiya during a negotiating summit with Supreme Commander Gilad Pellaeon.

Aidel Saxan (As of *Betrayal*)

CL 13

Medium Middle-Aged Human Noble 13

Destiny 1; Force 11; Dark Side 0

Init +12; Senses Perception +15

Languages Anx, Basic, Bothese, Cerean, Durese, Givin, High Galactic, Rodese, Shyriiwook, Umbarese

Defenses Ref 27 (flat-footed 25), Fort 25, Will 30

hp 73; Threshold 25

Speed 6 squares

Melee unarmed +10 (1d6+7)

Ranged hold-out blaster +10 (3d4+6) or

Ranged hold-out blaster +11 (3d4+6) with Careful Shot or

Ranged hold-out blaster +5/+5 (3d4+6) with Double Attack

Base Atk +9; Grp +10

Atk Options Careful Shot, Combat Reflexes, Double Attack, Point Blank Shot, Precise Shot

Special Actions Born Leader, Ignite Fervor, Inspire Confidence, Inspire Zeal, Melee Defense, Quick Draw

Abilities Str 12, Dex 12, Con 12, Int 18, Wis 18, Cha 19

Talents Presence, Inspire Confidence, Ignite Fervor, Inspire Zeal, Born Leader, Connections, Educated

Feats Careful Shot, Combat Reflexes, Double Attack (pistols), Improved Defenses, Linguist, Martial Arts I, Melee Defense, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Gather Information, Persuasion), Weapon Proficiency (pistols, simple)

Skills Deception +15, Gather Information +20, Initiative +12, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Knowledge (social sciences) +15, Perception +15, Persuasion +20, Pilot +12, Treat Injury +15, Use Computer +15

Possessions comlink, datapad, hold-out blaster

Aidel Saxan – D6 Stats

(As of *Betrayal*)

Type: Five Worlds Prime Minister

DEXTERITY 2D+1

Blaster 4D+2, dodge 4D

KNOWLEDGE 4D

Alien species 7D, bureaucracy 12D+1, bureaucracy: Five Worlds 12D, cultures 12D, intimidation 6D+2, languages 7D, planetary systems 10D, survival 7D+1, value 5D+2, willpower 8D

MECHANICAL 2D

Astrogation 4D+2, communications 5D+2, repulsorlift operation 4D+1, space transports 4D, starfighter piloting 4D+1

PERCEPTION 4D

Bargain 9D, command 10D, command: Five Worlds bureaucrats 11D+2, con 8D+1, gambling 7D, hide 6D+2, persuasion 9D, persuasion: debate 10D+2, persuasion: oration 11D+1, search 6D+1, sneak 5D+1

STRENGTH 3D

Stamina 4D+1, swimming 3D+2

TECHNICAL 2D+2

Computer programming/repair 5D, droid programming 5D, droid

repair 4D, first aid 7D+1, security 6D+1, starfighter repair 2D+1

Force Points: 5

Character Points: 9

Move: 10

Equipment: Comlink, datapad, hold-out blaster (3D)

Thrackan Sal-Solo

By 40 ABY, Thrackan Sal-Solo was elected as Corellia's Head of State, and was the primary instigator of the Second Galactic Civil War, by hiring Lumiya to assassinate Aidel Saxan during a summit with the Galactic Alliance. Sal-Solo later approved of Operation Noble Savage, which widened the conflict with the Galactic Alliance.

Thrackan then hired Ailyn Vel to finally settle the blood-feud between himself and Han Solo with the targeting of Solo's entire family. After Vel was captured by the Galactic Alliance Guard on Coruscant, Sal-Solo attempted to hire Boba Fett to finish the job, and also to provide assistance to Centerpoint Station's security teams. Fett informed him that he would consider the proposal and would let him know later on, but Fett decided to use this blood-feud to draw out Han Solo in order to meet up with his daughter, Ailyn Vel.

Shortly thereafter, Sal-Solo was approached by Fett, along with Fett's granddaughter Mirta Gev and a disguised Han Solo. After Solo began to throttle Thrackan, Sal-Solo informed his cousin that he and the rest of his family would forever be looking over their shoulders. After Thrackan informed Fett and Gev that he had sold out Fett's daughter to the GAG, Mirta Gev shot Thrackan three times in the forehead.

Thrackan Sal-Solo (As of *Bloodlines*)

CL 13

Medium Old Human Noble 9/Soldier 4

Destiny 3; **Force** 11; **Dark Side** 7

Init +12; **Senses** Perception +15

Languages Anx, Aqualish, Basic, Devaronese, Drallish, Givin, Selonian, Twi'lek

Defenses Ref 25 (flat-footed 24), Fort 25, Will 29

hp 77; **Threshold** 25

Speed 6 squares

Melee unarmed +11 (1d4+7)

Ranged hold-out blaster +11 (3d4+6) or

Ranged hold-out blaster +6/+6 (3d4+6) with Double Attack

Base Atk +10; Grp +13

Atk Options Combat Reflexes, Double Attack, Far Shot, Point Blank Shot

Special Actions Battle Analysis, Coordinate, Dodge, Ignite Fervor, Inspire Confidence, Inspire Zeal, Melee Defense

Abilities Str 12, Dex 13, Con 11, Int 17, Wis 18, Cha 16

Talents Inspire Confidence, Ignite Fervor, Inspire Zeal, Coordinate, Educated, Expert Grappler, Battle Analysis

Feats Armor Proficiency (Light, Medium), Combat Reflexes, Dodge, Double Attack (pistols, rifles), Far Shot, Linguist (x1), Melee Defense, Point Blank Shot, Skill Focus (deception, persuasion), Weapon Finesse, Weapon Proficiency (pistols, rifles, simple)

Skills Deception +19, Gather Information +14, Initiative +12, Knowledge (Bureaucracy) +14, Knowledge (Galactic Lore) +14, Knowledge (Tactics) +14, Knowledge (Technology) +14, Perception +15, Persuasion +19, Use Computer +14

Possessions hold-out blaster, comlink, datapad

Thrackan Sal-Solo – D6 Stats

(As of *Bloodlines*)

Type: Five Worlds Head of State

DEXTERITY 2D

Blaster 5D, dodge 6D

KNOWLEDGE 4D

Alien species 6D+2, bureaucracy 7D, bureaucracy: Corellia 11D+2, bureaucracy: Five Worlds 12D, cultures 8D, intimidation 7D+1, law enforcement: Corellia 7D, streetwise: Corellia 7D

MECHANICAL 2D

Astrogation 5D, repulsorlift operation 4D+2, space transports 7D

PERCEPTION 4D

Bargain 7D+1, command 9D, con 9D+2, forgery 6D, persuasion 9D+2, sneak 6D

STRENGTH 2D

Brawling 4D, stamina 4D

TECHNICAL 2D

Computer programming/repair 4D, repulsorlift repair 5D

Force Points: 3

Dark Side Points: 13

Move: 10

Equipment: hold-out blaster (3D), comlink, datapad

Dur Gejjen

Dur Gejjen was an elected representative of the Democratic Alliance in the Corellian system who approached Han and Leia Solo to inform them of the bounty placed on their heads by Thrackan Sal-Solo. Gejjen later offered Boba Fett one million credits to terminate Sal-Solo's life. Though Fett accepted the job, it was his granddaughter Mirta Gev that actually killed Sal-Solo. Beings on both sides of the widening conflict thought that with the death of

Sal-Solo, the peace negotiations could be successfully concluded. However, Sal-Solo's death did not result in ending the war.

Gejjen became Prime Minister of the Five Worlds upon Sal-Solo's death. He successfully tricked Han and Leia into meeting with Queen Mother Tenel Ka of the Hapes Consortium on Corellia's behalf. However, this was actually a ploy to draw out the Queen Mother for an assassination attempt. When the Solos discovered the truth, they foiled the plot to kill the Queen Mother.

Later, after the Battle of Hapes, Gejjen removed Wedge Antilles from his post of Supreme Commander of the Corellian Defense Force and attempted to assassinate him. However, Antilles managed to escape with the help of his family and friends.

Gejjen was later assassinated by Ben Skywalker when it was discovered by the Galactic Alliance Guard that Gejjen and Cal Omas had discussed the "elimination" of Admiral Niathal and Colonel Solo. Gejjen was succeeded by a triumvirate.

Dur Gejjen (As of *Sacrifice*)

CL 8

Medium Human Noble 8

Destiny 3; Force 8; Darkside 4

Init +10; **Senses** Perception +9

Languages Basic, Drallish, Selonian

Defenses Ref 20 (flat-footed 19), Fort 19, Will 20; Brilliant Defense, Resolute Stance

hp 26; **Threshold** 19

Speed 6 squares

Melee by weapon +8

Ranged sidearm blaster +7 (3d6+4)

Base Atk +6; **Grp** +8

Atk Options Instinctive Attack, Opportunistic Shooter

Special Actions Brilliant Defense, Combat Trickery, Inspire Confidence, Know Your Enemy, Presence

Abilities Str 15, Dex 12, Con 13, Int 18, Wis 11, Cha 12

Talents Connections, Inspire Confidence, Know Your Enemy, Presence

Feats Brilliant Defense, Combat Trickery, Cornered, Instinctive Attack, Linguist, Opportunistic Shooter, Resolute Stance, Weapon Finesse, Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10, Initiative +10, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (technology) +13, Perception +9, Persuasion +10, Pilot +10, Treat Injury +9, Use Computer +13

Possessions sidearm blaster, comlink, datapad

Dur Gejjen – D6 Stats

- Stats by dhawk

(As of *Sacrifice*)

Type: Corellian President/Five Worlds Confederation Prime Minister

DEXTERITY 2D

Blaster 3D, dodge 4D

KNOWLEDGE 4D

Alien species 6D, bureaucracy 9D, bureaucracy: Corellian government 10D+2, bureaucracy: Five Worlds government 10D, cultures 6D, intimidation 8D+1, law enforcement 7D, planetary systems 6D, streetwise 5D+2, survival 5D+1, value 7D, willpower 7D+1

MECHANICAL 3D

Beast riding 3D+1, communications 4D, repulsorlift operation 4D+2, space transports 4D

PERCEPTION 3D+2

Bargain 7D, command 8D, command: Corellian government bureaucrats 10D+1, command: Five Worlds bureaucrats 10D, command: Confederation military 8D+1, con 9D, hide 5D+2, persuasion 8D, persuasion: debate 9D, persuasion: oration 9D+2, search 6D+2, sneak 6D

STRENGTH 3D

Stamina 3D+1, swimming 3D+1

TECHNICAL 2D+1

Computer programming/repair 4D+2, first aid 3D, security 7D+1

Force Points: 1

Dark Side Points: 3

Character Points: 10

Move: 10

Equipment: comlink, datapad

Sadras Koyan

Sadras Koyan was elected to the office of Five Worlds Prime Minister upon the assassination of Dur Gejjen. Koyan masterminded a plan to draw out Galactic Alliance forces when he intimated that he would defect to the Galactic Alliance. However, the plan was revealed to be a ruse when he fired Centerpoint Station and destroyed two of the GA's fleets, save for the Anakin Solo and a few starfighters. During the Battle of Centerpoint Station, Koyan was killed by GA operatives.

Sadras Koyan (As of *Fury*)

CL 7

Medium Human Noble 7

Destiny 4; Force 5; Darkside 8

Init +6, Advanced Planning; **Senses** Perception +9

Languages Basic, Codruese, Drallish, Selonian

Defenses Ref 21 (flat-footed 18), Fort 18, Will 20; Dodge
hp 25; **Threshold** 18

Speed 6 squares

Melee by weapon +6

Ranged sidearm blaster +8 (3d6+3)

Base Atk +5; **Grp** +8

Atk Options Desperate Gambit

Special Actions Cast Suspicion, Get into Position

Abilities Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 14

Talents Advanced Planning, Cast Suspicion, Distress to Discord,
Get into Position

Feats Cornered, Cut the Red Tape, Demoralizing Strike, Desperate
Gambit, Dodge, Expert Briber, Linguist, Weapon Proficiency
(pistols, simple weapons)

Skills Deception +10, Gather Information +10 (may use Knowledge
[bureaucracy] +9 instead), Knowledge (bureaucracy) +9,
Knowledge (technology) +9, Perception +9, Persuasion +5 (reduce
DC to reduce price when haggling by 10), Pilot +11, Treat Injury +9,
Use Computer +9

Possessions comlink, datapad, sidearm blaster

Sadras Koyan – D6 Stats

(As of *Fury*)

Type: Five Worlds Prime Minister

DEXTERITY 3D

Blaster 5D+1, dodge 5D

KNOWLEDGE 4D

Alien species 7D, bureaucracy 8D, bureaucracy: Five Worlds
11D+2, cultures 8D, intimidation 9D, languages 5D+2, law
enforcement 6D, tactics 7D, willpower 9D

MECHANICAL 2D+2

Repulsorlift operation 7D+2

PERCEPTION 3D

Bargain 6D+1, command 11D, persuasion 7D, search 6D

STRENGTH 3D+1

Climbing/jumping 5D

TECHNICAL 2D

Computer programming/repair 6D, security 7D

Force Points: 3

Dark Side Points: 5

Character Points: 15

Move: 10

Equipment: Blaster pistol (4D), comlink, datapad

Denjax Teppler

Widower to assassinated Five Worlds Prime Minister Aidel
Saxan, Denjax Teppler filled in as the acting-FWPM until he was
ousted by Thrackan Sal-Solo. He was then was assigned the post
of Minister of Justice upon Dur Geijen's rise to power. During
Sadras Koyan's administration, Teppler was assigned as the
Minister of Information and was instrumental in healing the rift
between Koyan and the Supreme Commander of the
Confederation, General Turr Phennir. During the Battle of
Centerpoint Station, Teppler, with aid from Admiral Delpin,
convinced Koyan to withdraw before the station fired on Coruscant.

Denjax Teppler (As of *Fury*)

CL 9

Medium Human Noble 9

Destiny 3; **Force** 7; **Dark Side** 2

Init +12, Advanced Planning; **Senses** Perception +10

Languages Basic, Drallish, Durese, Mon Calamarian, Selonian,
Twilek

Defenses Ref 23 (flat-footed 20), Fort 21, Will 22; Brilliant Defense
hp 36; **Threshold** 21

Speed 6 squares

Melee by weapon +8

Ranged blaster pistol +9 (3d6+4)

Base Atk +6; **Grp** +9

Atk Options Assured Attack

Special Actions Born Leader, Brilliant Defense, Combat Trickery,
Coordinated Attack, Get into Position

Abilities Str 15, Dex 16, Con 14, Int 14, Wis 13, Cha 14

Special Qualities Bad Feeling

Talents Advanced Planning, Born Leader, Connections, Get into
Position, Influential Friends

Feats Assured Attack, Bad Feeling, Brilliant Defense, Combat
Trickery, Coordinated Attack, Cornered, Cut the Red Tape,
Demoralizing Strike, Linguist, Weapon Proficiency (pistols, simple
weapons)

Skills Deception +11, Gather Information +11 (may use Knowledge
[bureaucracy] +11 instead), Initiative +12, Knowledge (bureaucracy)
+11, Knowledge (galactic lore) +11, Knowledge (technology) +11,
Perception +10, Treat Injury +10, Use Computer +11

Possessions hold-out blaster, comlink, datapad

Denjax Teppler – D6 Stats

(As of *Fury*)

Type: Corellian Minister of Justice

DEXTERITY 3D

Blaster 4D+1, dodge 4D+1

KNOWLEDGE 4D

Alien species 7D, bureaucracy 8D, bureaucracy: Corellian bureaucrats 9D+1, bureaucracy: Five Worlds 11D+2, cultures 8D, intimidation 9D, languages 5D+2, law enforcement 5D, tactics 6D+2, willpower 10D

MECHANICAL 2D+2

PERCEPTION 3D

Bargain 9D, command 8D+2, con 8D+1, persuasion 10D, persuasion: debate 12D, search 7D+2

STRENGTH 3D+1

Climbing/jumping 4D

TECHNICAL 2D

Computer programming/repair 7D+1, security 8D

Force Points: 3

Dark Side Points: 4

Character Points: 19

Move: 10

Equipment: Hold-out blaster (3D), comlink, datapad

Atk Options Combat Reflexes, Double Attack, Penetrating Attack, Rapid Shot

Special Actions Battle Analysis, Command Cover +3, Coordinated Attack, Dodge, Indomitable, Share Talent (Assault Tactics, Deployment Tactics, Field Tactics), Vehicle Dodge +1

Starship Maneuvers Known (Pilot +15): *attack formation zeta nine (2), howrunner formation, intercept, overwhelming assault (2), Segnor's loop, strike formation (2), target lock (2), Wotan weave*

Abilities Str 15, Dex 17, Con 14, Int 17, Wis 16, Cha 15

Talents Battle Analysis, Indomitable, Tough as Nails, Assault Tactics, Deployment Tactics, Field Tactics, Vehicle Focus (capital ships)

Feats Armor Proficiency (Light, Medium), Combat Reflexes, Coordinated Attack, Dodge, Double Attack (pistols), Rapid Shot, Skill Focus (knowledge (tactics)), Starship Tactics (3), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +14, Initiative +15, Knowledge (Tactics) +20, Mechanics +15, Perception +15, Pilot +15, Use Computer +15

Possessions heavy blaster pistol

Admiral Genna Delpin

Admiral Delpin was promoted to the post of Supreme Commander of the Corellian Defense Force upon the removal of Admiral Antilles. She was later in charge of firing Centerpoint Station on the Alliance Second Fleet. During the Battle of Centerpoint Station, Admiral Delpin assisted Denjax Teppler in eliminating Sadrus Koyas by leading him into a shuttle occupied by a GA assassin.

Admiral Genna Delpin (As of *Fury*)

CL 15

Medium Human Soldier 7/Ace Pilot 2/Officer 6

Destiny 4; Force 13

Init +15; Senses Perception +15

Languages Basic, Bothese, Cerean, Durese

Defenses Ref 32 (flat-footed 29), Fort 29, Will 32

hp 139; Threshold 29

Speed 6 squares

Melee unarmed +16 (1d4+9)

Ranged heavy blaster pistol +17 (3d8+7) or

Ranged heavy blaster pistol +15 (4d8+7) with Rapid Shot or

Ranged heavy blaster pistol +12/+12 (3d8+7) with Double Attack or

Ranged heavy blaster pistol +10/+10 (4d8+7) with Double Attack

and Rapid Shot

Base Atk +14; Grp +17

Admiral Genna Delpin – D6 Stats

(As of *Fury*)

Type: Confederation Admiral

DEXTERITY 3D

Blaster 6D, blaster: heavy blaster pistol 8D, dodge 6D

KNOWLEDGE 3D+2

Alien species 5D, bureaucracy 6D, cultures 5D, intimidation 6D, languages 5D, tactics 7D, tactics: capital ships 10D, tactics: starfighters 8D, value 7D, willpower 6D+2

MECHANICAL 4D

Capital ship piloting 5D+1, repulsorlift operation 6D+2, sensors 5D+1, space transports 6D, starfighter piloting 8D

PERCEPTION 2D+1

Bargain 7D, command 9D, command: Confederation military 11D, con 6D, gambling 5D, persuasion 6D, search 7D, sneak 4D+1

STRENGTH 2D

Brawling 4D, stamina 5D

TECHNICAL 3D

Blaster repair 4D+2, computer programming/repair 5D, capital ship repair 4D, security 5D, starfighter repair 6D

Force Points: 3

Move: 10

Equipment: heavy blaster pistol (5D), admiral's uniform, comlink, datapad

Supreme Commander Turr Phennir

A former Imperial general, General Turr Phennir was assigned to the post of Supreme Commander of the Confederation military in 40 ABY. In his first official act as supreme commander, he devised a ruse to draw in Colonel Solo and the Galactic Alliance into a trap at Gilatter VIII.

Phennir later blockaded Corellia when the Five World Prime Minister Koyan ordered the firing of Centerpoint Station on the GA Second Fleet. When Denjax Teppler attempted to smooth over the animosity between Phennir and Koyan, Phennir informed Teppler that the blockade would end when Koyan was removed.

Turr Phennir (As of *Fury*)

CL 16

Medium Human Soldier 7/Ace Pilot 4/Officer 5

Destiny 2; **Force** 14; **Dark Side** 4

Init +15; **Senses** Low-light vision, Perception +17

Languages Basic, Bocce, Bothese, Defel

Defenses Ref 35 (flat-footed 32), Fort 31, Will 34

hp 127; Threshold 31

Speed 6 squares

Melee unarmed +16 (1d6+9)

Ranged hold-out blaster +17 (3d4+8) or

Ranged hold-out blaster +15 (4d4+8) with Rapid Shot or

Ranged hold-out blaster +12/+12 (3d4+8) with Double Attack or

Ranged hold-out blaster +10/+10 (4d4+8) with Double Attack and Rapid Shot

Base Atk +15; **Grp** +17

Atk Options Double Attack, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Battle Analysis, Command Cover +2, Harm's Way, One for the Team, Share Talent (Assault Tactics, Deployment Tactics), Vehicle Dodge +2

Starship Maneuvers Known (Pilot +20): *attack formation zeta nine*, *evasive action*, *I have you now*, *overwhelming assault* (2), *Segnor's loop*, *Skywalker loop* (2), *strike formation* (2), *Tallon roll* (2), *target lock* (3)

Abilities Str 13, Dex 14, Con 13, Int 16, Wis 18, Cha 14

Talents Armored Defense, Assault Tactics, Battle Analysis, Close Scrape, Deployment Tactics, Improved Armor Defense, Harm's Way, One for the Team, Vehicle Focus (starfighters)

Feats Armor Proficiency (Light, Medium), Double Attack (pistols), Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Skill

Focus (Pilot), Starship Tactics (3), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +14, Initiative +15, Knowledge (Tactics) +16, Mechanics +16, Perception +17, Pilot +20, Use Computer +16

Possessions hold-out blaster, armored flight suit (+5 armor)

Supreme Cmdr. Turr Phennir – D6 Stats

- Stats by dhawk

(As of *Fury*)

Type: Supreme Commander of the Confederation

DEXTERITY 3D

Blaster 6D+1, brawling 5D, dodge 6D+1, missile weapons 6D+1, vehicle blasters 5D+2

KNOWLEDGE 2D

Bureaucracy 6D, bureaucracy: Imperial Navy 8D+2, bureaucracy: Confederation military 7D, Cultures 5D+2, intimidation 7D+1, planetary systems 8D, survival 5D+2, tactics 7D, tactics: capital ships 7D+1, tactics: starfighters 9D+1, tactics: fleets 7D+2, value 5D, willpower 6D

MECHANICAL 4D

Astrogation 4D+2, communications 5D, capital ship gunnery 6D+1, capital ship piloting 6D+1, repulsorlift operations 5D, sensors 5D, starfighter piloting 8D+2, starship piloting: TIE 11D, starship gunnery 9D+2, starship shields 6D

PERCEPTION 3D+1

Bargain 5D, command 8D, command: 181st Imperial Fighter Group 10D+1, command: Confederation military 9D, con 7D+2, hide 4D+2, persuasion 5D, search 5D+2, sneak 5D

STRENGTH 3D

Brawling 6D, stamina 5D+2

TECHNICAL 2D+2

Computer programming/repair 4D+1, first aid 4D, security 6D+2, starfighter repair 7D

Force Points: 1

Dark Side Points: 2

Character Points: 11

Move: 10

Equipment: blaster pistol (4D), comlink, military dress uniform, standard military uniform flight suit

Adventure Ideas

Spy Games

Tensions are rising among Corellia and the Galactic Alliance! With the Tralus debacle over, the Galactic Alliance is doing damage control now, hoping to stop Corellia and discourage rebellious behavior of other GA members. A crippling blockade surrounds

Corellia, but this has not stopped the planet from seeking support. One group Corellia has gone to for aid is the Sokolm Union. The Sokolm Union is a group of twelve small, politically unimportant worlds led by the world of Sokolm, which happens to be along the bacta route from Abregado-rae to the Corellian Sector and the rest of the Core. If the worlds were to turn hostile to the Galactic Alliance, bacta trade for the Core would be disrupted, with deadly consequences.

This fear has the newly formed Galactic Alliance Guard sending a spy out to monitor the Union. For weeks nothing happened. Then, a quick message was sent requesting immediate pickup. The Galactic Alliance Guard contacts the heroes, requesting their help. Colonel Solo fears the intelligence will be lost unless the agent is picked up immediately, but most of his manpower is focused on the Corellian Blockade and the crackdown against anti-Alliance agents on Coruscant. The heroes are given a 5,000 credit line to use at their discretion for the mission. Basically, they must find the agent in the capital city of Transvaal, extract him in the middle of the night and escape Union defenses before they can call reinforcements. He can be found in University Plaza, the expansive condominiums and apartments next to the Uitland University. The agent, however, is under heavy surveillance and it will not be easy to extract him.

The orbital defenses above Sokolm are three Sokolm Heavy Battle Cruisers, each holding six squadrons of fighters. (For statistical purposes, use the stats of the *Galactic Voyager* for the Heavy Battle Cruisers. More info on Sokolm can be found in Chapter 2.)

Winning Hearts and Minds

With Bothan Space and Commenor siding with Corellia, the war has erupted on multiple fronts. While the Galactic Alliance shipyards are getting attacked all over the galaxy, each member of the Confederation is now seeking out more allies to bolster their efforts. The Bothan government has hired the heroes for this very purpose. The heroes, whether they have professed previous loyalty to the Corellian Confederation or are neutral mercenaries, are hired to travel to Rodia. A key weapons manufacturing world as well as holding a key position on the Corellian Run, Rodia would be vital to any military push towards the Core.

Rodia has declared itself neutral in the Second Galactic Civil War. The heroes must negotiate with the Grand Protector of Rodia and Rodia's Senator, Moog Ulur, and convince them of the importance of joining the Confederation. While the heroes are doing this, though, the Galactic Alliance has sent an Intelligence agent to foil their efforts. The heroes must not let the GA agent succeed; else they will incur the wrath of all of Rodia!

Firestorms of Kashyyyk!

Kashyyyk is aflame! After the Galactic Alliance bombarded Kashyyyk, the planet is embroiled in a firestorm of unbelievable proportions. The heroes are hired by the Bothans, whether for their previous working relationship or for just being in the area, to assist in the effort to control the fires. The heroes must fight gale-force winds and searing heat to place markers around the firestorm. Specifically, they must place 5 markers, each more difficult than the last as the firestorm quickly approaches the heroes' ship. Can they work fast enough to control this deadly fire?



CHAPTER 4: THE JEDI COALITION

Overview

After the Battle of Kashyyyk, Luke Skywalker officially formed the Jedi Coalition, uniting the Jedi Order with Admiral Daala's Maw Irregular Fleet and the Galactic Alliance-in-exile, headed by Admiral Niathal. The Jedi Coalition also consisted of the following members: Fondor, which would become the capital of the Coalition; Kashyyyk; the Hapes Consortium; and Mandalore.

As stated by Luke Skywalker after the Battle of Kashyyyk, the only purpose of the Coalition was the removal of Darth Caedus as head of the Galactic Alliance. Only after that was accomplished would the Jedi Order rejoin the Galactic Alliance.

The Maw Irregular Fleet

The Maw Irregular Fleet was a fleet commanded by Admiral Natasi Daala, named for the Maw Installation where Daala had been residing in seclusion during the years following the Black Fleet Crisis. She revealed its existence during the Second Battle of Fondor, aiding Admiral Cha Niathal and the Alliance-in-Exile, thus turning the tide of the battle.

The Maw Irregular Fleet was mainly composed of outdated ships that had been equipped with deadly unorthodox weapons. After the battle, the fleet was joined by the Star Destroyer *Bloodfin*, the flagship of the late Gilad Pellaeon. Daala and the Maw Irregular Fleet allied with the Jedi Coalition soon afterwards. The fleet was

also present at the Second Battle of Roche in the latter stages of the war.

Admiral Natasi Daala



The Essential Reader's Companion

Having been presumed dead after attacking the New Republic and being forced to make a blind hyperspace jump in 17 ABY, Admiral Daala returned at the behest of Admiral Pellaeon some 23 years later. As Admiral of the Maw Irregular Fleet, Daala spent the intervening years reconfiguring many of the outdated ships with Metal-Crystal Phase Shifters, a weapon that weakened the molecular composition of the ships' targets.

With the aid of the Mandalorians, Daala was successful in forcing Darth Caedus to flee from the Battle of Fondor. After the Battle of Uroo Station, where Darth Caedus met his end, Daala was nominated by Galactic Alliance Admiral Nek Bwua'tu for the post of Galactic Alliance Chief of State. Daala became Chief of State of the Alliance in 41 ABY.

Admiral Natasi Daala (As of *Invincible*) **CL 16**

Medium Middle-Aged Human Noble 2/Soldier 6/Officer 8

Force 6; Dark Side 4

Init +15; **Senses** Perception +15

Languages Basic, Durese, Gotal, High Galactic, Ithorese, Mon Calamarian

Defenses Ref 30 (flat-footed 28), Fort 30, Will 32

hp 50; **Threshold** 30

Speed 6 squares

Ranged blaster pistol +17 (3d6+8) or

Ranged blaster pistol +15 (4d6+8) with Rapid Shot or

Ranged blaster pistol +12/+12 (3d6+8) with Double Attack or

Ranged blaster pistol +10/+10 (4d6+8) with Double Attack and Rapid Shot

Base Atk +15; Grp +17

Atk Options Combat Reflexes, Double Attack, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Battle Analysis, Born Leader, Command Cover +4, Coordinated Attack, Cover Fire, Indomitable, Melee Defense, Share Talent (Assault Tactics, Deployment Tactics, Shift Defense I, Tactical Edge), Shift Defense I

Abilities Str 13, Dex 15, Con 14, Int 15, Wis 15, Cha 18

Talents Born Leader, Battle Analysis, Cover Fire, Indomitable, Assault Tactics, Deployment Tactics, Shift Defense I, Tactical Edge

Feats Armor Proficiency (Light, Medium), Combat Reflexes, Coordinated Attack, Double Attack (pistols), Far Shot, Linguist, Melee Defense, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Knowledge (tactics)), Weapon Proficiency (pistols, rifles, simple)

Skills Deception +17, Endurance +15, Gather Information +17, Initiative +15, Knowledge (bureaucracy) +15, Knowledge (tactics) +20, Knowledge (technology) +15, Perception +15, Persuasion +17

Possessions blaster pistol

Admiral Natasi Daala – D6 stats

(As of *Invincible*)

Type: Rogue Imperial Admiral

DEXTERITY 2D+1

Blaster 7D+2, blaster: blaster pistol 9D, blaster artillery 6D, brawling parry 8D+1, dodge 8D, grenade 5D+2, melee combat 7D, melee parry 6D, missile weapons 5D

KNOWLEDGE 3D+1

Alien species 6D, bureaucracy 7D, bureaucracy: Imperial Navy 10D+1, bureaucracy: Maw installation 11D, business 8D+2, cultures 8D, intimidation 10D, languages 8D, law enforcement 8D, law enforcement: Imperial law 12D+1, planetary systems 8D, survival 6D, tactics 8D, tactics: capital ships 12D, tactics: fleets 10D+2, tactics: ground assault 9D+2, tactics: starfighters 10D, value 9D, willpower 9D

MECHANICAL 3D+2

Astrogation 8D, capital ship gunnery 7D+2, capital ship piloting 8D, capital ship piloting: Imperial Star Destroyer 12D, capital ship shields 8D, communications 8D, repulsorlift operation 6D, sensors 7D, space transports 6D, starfighter piloting 5D, starship gunnery 6D, starship shields 6D, walker operation 5D

PERCEPTION 3D+1

Bargain 9D, command 7D+1, command: Imperial Navy officers 13D, command: Maw fleet personnel 10D, con 10D+1, hide 8D+2, investigation 9D, persuasion 9D+2, search 10D, sneak 8D+1

STRENGTH 2D+1

Brawling 9D+1, climbing/jumping 8D, lifting 6D, stamina 8D

TECHNICAL 3D

Computer programming/repair 11D+1, demolitions 7D, droid programming 8D, first aid 6D, security 9D

Force Points: 2

Dark Side Points: 25

Character Points: 20

Move: 10

Equipment: blaster pistol (4D)

Hapes Consortium

A loyal ally to the Galactic Alliance during the Second Galactic Civil War, the Hapes Consortium was led by Queen Mother Tenel Ka Djo. After providing ships and personnel to the Galactic Alliance, she was targeted several times for assassination by the Confederation and elements within the Hapan Consortium. She had never wavered in her allegiance to her secret lover, Jacen Solo. It wasn't until his actions during the Battle of Kashyyyk that Tenel Ka withdrew Hapan support from the Galactic Alliance.

Forced to once again support the new Dark Lord after Caedus successfully abducted their daughter Allana Djo, Tenel Ka secretly asked the Jedi Order to rescue her. After Allana was successfully returned to her mother, the Hapans lent their support to the Jedi Coalition, and provided the Coalition with a new base at Shedu Maad.

Queen Mother Tenel Ka Djo



Jedi vs Sith: The Essential Guide to the Force,
Chris Trevas

During the Second Galactic Civil War, Queen Mother Tenel Ka Djo was a loyal and supportive member of the Galactic Alliance. Prior to the war, Jacen Solo and Tenel Ka had a daughter, Allana. Because of the nature of Hapan politics, Tenel Ka kept the identity of Allana's father a secret.

When Jacen began to consolidate power, first as the head of the Galactic Alliance Guard, then as Joint Chief of State, Tenel Ka refused to accept the idea that Jacen was becoming a despot. It wasn't until Jacen ordered a planetary bombardment of Kashyyyk when Tenel Ka finally turned against him.

Shortly thereafter, Jacen abducted Allana and required that Tenel Ka provide her entire fleet to the Galactic Alliance. With that ultimatum, Tenel Ka knew that Jacen was beyond redemption, and then turned to the Jedi Order to help in Allana's rescue. After Allana was returned to her, Tenel Ka provided a new base of operations for Master Skywalker and the Jedi Order. Afterwards, Tenel Ka learned that Jacen was now known as Darth Caedus.

During the Battle of Uroo Station, Tenel Ka and Allana were present when the Imperial Remnant launched a nanovirus specifically targeting the two of them. As Darth Caedus was being cut down by Jaina Solo, he sent a telepathic warning to Tenel Ka about the threat they faced from the nanovirus. Tenel Ka and Allana survived the assassination attempt, but to protect her daughter, Tenel Ka falsely announced to the galaxy at large that Allana had died in the attack. Tenel Ka then requested that Han and Leia Solo raise her in secret at the Jedi Academy on Ossus. They immediately agreed to take care of their granddaughter.

Queen Mother Tenel Ka Djo (As of *Invincible*)

CL 14

Medium Human Jedi 9/Noble 5

Destiny 2; Force 12

Init +19 (Force Intuition); **Senses** Low-light vision, Perception +19

Languages Barabel, Basic, Caamasi, Durese, Falleen, High Galactic, Mon Calamarian, Shyriiwook

Defenses Ref 29 (flat-footed 25), Fort 28, Will 28

hp 123; **Threshold** 28

Speed 6 squares

Melee unarmed +14 (1d8+8) or

Melee unarmed +12 (2d8+8) with Rapid Strike or

Melee lightsaber +15 (2d8+8) or

Melee lightsaber +15 (2d8+9) with both hands or

Melee lightsaber +13 (3d8+9) with Rapid Strike or

Melee lightsaber +10/+10 (2d8+9) with Double Attack or

Melee lightsaber +8/+8 (3d8+9) with Double Attack and Rapid Strike

Base Atk +12; **Grp** +14

Atk Options Combat Reflexes, Double Attack, Point Blank Shot, Rapid Strike

Special Actions Block, Born Leader, Deflect, Lightsaber Defense +1, Melee Defense

Force Powers Known (Use the Force +19): *battle strike* (2), *farseeing*, *Force slam* (2), *Force thrust*, *move object*, *rebuke*, *surge*

Abilities Str 12, Dex 15, Con 16, Int 16, Wis 14, Cha 15

Talents Force Intuition, Block, Deflect, Lightsaber Defense, Force Perception, Born Leader, Connections, Wealth

Feats Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Martial Arts I, Martial Arts II, Melee Defense, Point Blank Shot, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple)

Skills Initiative +14 (may Use the Force +19 instead), Knowledge (Bureaucracy) +15, Knowledge (Galactic Lore) +15, Perception +14 (may Use the Force +19 instead), Persuasion +14, Use the Force +19

Possessions lightsaber (self-built)

Queen Mother Tenel Ka Djo – D6 Stats

(As of *Invincible*)

Type: Hapan Queen Mother

DEXTERITY 3D

Blaster 5D, dodge 7D, lightsaber 8D+1

KNOWLEDGE 2D+1

Alien species 5D, cultures 6D+2, Hapan politics 11D, intimidation 8D, planetary systems 7D, tactics 5D, willpower 8D+2

MECHANICAL 2D

Astrogation 5D, repulsorlift operation 4D+1, starfighter piloting 5D, starfighter piloting: X-wing 7D

PERCEPTION 3D

Bargain 6D, command 10D, persuasion 7D, search 6D

STRENGTH 2D+1

Brawling 5D, stamina 5D

TECHNICAL 2D+1

Lightsaber repair 4D+1, repulsorlift repair 4D

Special Abilities:

Force Skills: Control 8D, sense 7D+1, alter 6D

These Force powers are only some that the Queen Mother has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, Force of will, hibernation trance, resist stun

Sense: Beast languages, combat sense, danger sense, life detection, life sense, receptive telepathy, sense Force

Alter: Telekinesis

Control and Alter: Accelerate healing, control another's pain, control pregnancy¹

Control and Sense: lightsaber combat, projective telepathy

Control, Sense, and Alter: Affect mind, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 12

Character Points: 20

Move: 10

Equipment: Queen Mother accoutrements, lightsaber (5D)

Chume'da Allana Djo



The Essential Reader's Companion

Born in secret to Jacen Solo and Tenel Ka Djo, Allana Djo was the heir to the Hapan throne. Even at the age of four, Allana was a target in the intrigue of Hapan politics. The assassin Aurra Sing was

hired to kill Allana by Hapans opposed to Tenel Ka's rule; her attempt was ultimately thwarted. Fearing for Allana's life, Tenel Ka put Allana under the protection of her father Jacen Solo. While the pro-Corellian Hapan fleet attacked, Allana's life was again threatened by Aurra Sing, though Jacen and Allana were both able to stop the would-be assassin once and for all. After this, Allana returned to her mother.

During this time, Jacen grew obsessively possessive of Allana, considering her more important to him than Tenel Ka. When Tenel Ka withdrew Hapan support from the Galactic Alliance, Jacen vowed to kill her if she got between him and their daughter. In a plot to blackmail the Hapans into supporting the Alliance again, Jacen kidnapped Allana. Tenel Ka then appealed to the Jedi to rescue her daughter. While this was happening, Allana grew upset about being separated from her mother. Wanting to calm her down, Jacen revealed that he was her father and promised to tell the galaxy once the war was over. Afterwards, Allana was rescued by Han and Leia while Luke, Saba Sebatyne and Ben fought Darth Caedus. The rescue succeeded and Allana was returned to her mother. As Han and Leia were taking her back to her mother, Allana revealed her parentage to them, much to the surprise of them both.

Near the end of the war Allana was kept close to her mother to protect her. When the genetically-tailored nanovirus was released onto Tenel Ka's flagship, the *Dragon Queen*, almost everyone assumed Allana and Tenel Ka had died. In reality both survived, because Jacen Solo had telepathically warned Tenel Ka of the nanovirus just before his death. Realizing that life at the Hapan Royal Court was far too dangerous for Allana, Tenel Ka falsely claimed that Allana had died aboard the *Dragon Queen*. In actuality, Allana would be under the protection of her grandparents so that she could train as a Jedi and live a normal life under a secret identity. Before Han was made aware that his granddaughter had indeed survived, he made the Moff Council create the Imperial Mission in honor of his presumably deceased granddaughter.

Chume'da Allana Djo, a.k.a. Amelia Solo

CL 1

(As of *Invincible*)

Medium Child Human Jedi 1

Destiny 1; Force 5

Init +6; Senses Perception +6

Languages Basic, High Galactic

Defenses Ref 13 (flat-footed 12), Fort 12, Will 13

hp 30; Threshold 12

Speed 6 squares

Melee unarmed -1 (1d4-2)

Base Atk +1; Grp +2

Atk Options Running Attack

Special Actions Melee Defense

Abilities Str 7, Dex 13, Con 10, Int 13, Wis 13, Cha 12

Talents Force Perception

Feats Force Sensitivity, Melee Defense, Running Attack, Weapon Proficiency (lightsabers, simple)

Skills Initiative +6, Knowledge (Galactic Lore) +6, Perception +6, Use the Force +6

Chume'da Allana Djo a.k.a. Amelia Solo – D6 Stats

- Stats by dhawk

(As of Tempest)

Type: Chume'da of Hapes

DEXTERITY 2D

Running 3D

KNOWLEDGE 2D

Languages: Hapan 3D, willpower 3D

MECHANICAL 1D

PERCEPTION 2D

Hide 2D+1, persuasion 2D+2

STRENGTH 1D

Climbing/jumping 2D, stamina 2D+1

TECHNICAL 2D

Special Abilities:

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 0

Character Points: 5

Move: 6

Equipment: Royal clothes, Hapan jewelry

(As of Sacrifice)

Hide 2D+2, stamina 2D+2

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 0

Character Points: 9

Move: 6

Equipment: Simple clothes, sleep stick, stuffed tauntaun (from Jacen)

(As of Invincible)

Willpower 3D+1

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 0

Character Points: 13

Move: 6

Equipment: Simple clothes, gas dart, stuffed tauntaun (from Jacen)

Prince Isolder



The Complete Star Wars Encyclopedia

The Council of Moffs used Isolder's DNA to engineer their nanovirus targeting the Hapan royal bloodline. In an attempt to prevent this, Darth Caedus offered to release Isolder, but Isolder refused to go along because he believed the Sith Lord himself had ordered the nanovirus' creation and was trying to trick him. Caedus, impatient to save Allana, then broke Isolder's neck and tried to destroy his body in an attempt to keep the Moffs from acquiring his genetic material.

While Caedus was taking Isolder's body to the Biodisposal Pit, a droid informed him that the Moffs had already taken skin samples from Isolder while he was in their custody. Caedus realized that despite all his efforts to prevent it, Tenel Ka and Allana were now in danger.

Prince Isolder (As of *Invincible*)

CL 17

Medium Human Noble 7/Soldier 4/Officer 6

Force 17

Init +9; **Senses** Perception +14

Languages Hapan, Basic, Paecian

Defenses Ref 31 (flat-footed 29), Fort 31, Will 32; Dodge, Vehicular Combat

hp 118; **Threshold** 31

Speed 6 squares

Melee by weapon +17

Ranged blaster +16 (3d6+8)

Base Atk +15; **Grp** +17

Atk Options Power Attack

Special Actions Battle Analysis, Born Leader, Combined Fire, Presence, Silver Tongue

Abilities Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 16

Special Qualities command cover +3, share talent

Talents Battle Analysis, Born Leader, Combined Fire, Connections, Inspire Loyalty, Presence

Feats Armor Proficiency (heavy, light, medium), Dodge, Linguist, Martial Arts I, Power Attack, Rapid Reaction, Silver Tongue, Skill Focus (Persuasion), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Deception +16, Gather Information +16, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Perception +14, Persuasion +21 (can intimidate or change attitude as a standard action), Pilot +14, Use Computer +15

Possessions blaster pistol, Chume'da robes, personal Miy'til starfighter (*Storm*), personal starcutter (*Beam Racer*), Hapan Battle Dragon (*Song of War*), vibroblade, video/scrambler comlink, Charubah personal energy shield.

Prince Isolder – D6 Stats

(As of *Invincible*)

Type: Advisor to Queen Mother Tenel Ka Djo

DEXTERITY 3D+2

Blaster 8D, blaster: blaster pistol 9D+2, blaster: gun of command 8D+1, brawling parry 9D, dodge 7D, grenade 5D+1, melee combat 5D+1, melee parry 7D+1, melee parry: energy shield 10D, running 8D+2, thrown weapons 7D+1

KNOWLEDGE 3D+1

Alien species 7D, bureaucracy 7D+1, bureaucracy: Hapan Empire 14D+2, business 11D, business: piracy 7D, cultures 8D+2, intimidation 7D+1, languages 8D, planetary systems 8D, streetwise 7D, survival 7D+2, tactics 7D, tactics: capital ships 8D, tactics: starfighters 9D+1, value 9D, willpower 8D+2

MECHANICAL 3D

Astrogation 8D, beast riding 6D, capital ship gunnery 8D, capital ship piloting 7D, capital ship piloting: *Song of War* 9D+1, communications 6D, repulsorlift operation 7D+2, space transports 5D+1, space transports: *Beam Racer* 8D, starfighter piloting 8D+2, starfighter piloting: *Storm* 10D+1, starship gunnery 8D, starship shields 6D

PERCEPTION 3D+2

Bargain 7D, command 12D, command: Hapan troops 14D+1, con 4D, forgery: ship IDs 6D, forgery: Imperial port codes 7D, hide 7D, persuasion 7D, search 6D, sneak 6D+1

STRENGTH 3D+1

Brawling 9D, climbing/jumping 4D+2, lifting 7D+1, stamina 8D,

swimming 6D

TECHNICAL 2D

Computer programming/repair 5D, demolitions 3D+1, first aid 6D+1, security 8D, (A) starfighter engineering 2D, starfighter repair 7D+2, starship weapons repair 7D+1

Special Abilities:

Attractiveness: +1D bonus to any *bargain*, *command*, *con*, or *persuasion* rolls made against a non-Hapan human of the opposite sex.

Vision: All low-light conditions are treated as complete darkness, adding +4D to the difficulty for all ranged attacks.

Force Points: 4

Character Points: 23

Move: 11

Equipment: Blaster pistol (4D), Chume'da robes, personal Miy'til starfighter (*Storm*), personal starcutter (*Beam Racer*), Hapan Battle Dragon (*Song of War*), vibroblade, video/scrambler comlink, Charubah personal energy shield

Galactic Alliance-In-Exile

Created during the Second Battle of Fondor, the Galactic Alliance-in-Exile was the result of tensions that publicly arose between Cha Niathal and Jacen Solo. Because Niathal had accepted Fondor's surrender, and Solo attempted to continue bombarding the planet from orbit, Niathal declared Solo as no longer fit to be Joint Chief of State. In a war of denouncements between the two Chiefs of State, Niathal could only convince a third of the fleet to remain loyal to her cause when she proceeded to attack Solo. Fortunately, the emergence of Admiral Daala and her Maw Irregular Fleet forced Solo to withdraw from Fondor.

After Caedus retreated to Coruscant, he declared himself the sole Chief of State. Niathal, left with the remnants of her fleet and a battle-scarred Fondor, declared an Alliance-in-exile with herself as its head at Fondor. Along with Admiral Daala and her Maw Irregular Fleet, Niathal joined forces with the Jedi Coalition, with the ultimate goal of toppling Darth Caedus.

As the war concluded with the death of the Sith Lord, Niathal reunited what was left of the Alliance-in-Exile with the main body of the Galactic Alliance.

Admiral Cha Niathal



The Essential Atlas: Chris Trevas

Born during the time of the Empire, Cha Niathal fought well during the Yuuzhan Vong War. Her battle prowess earned her an Admiralty and a spot as advisor to the Galactic Alliance Supreme Commander Gilad Pellaeon. Extremely ambitious, she hoped to become Supreme Commander after Pellaeon retired, and eventually become Chief of State. When Pellaeon did retire, her desire for the top job only grew. She discussed politics with Galactic Alliance Chief of State Cal Omas, requesting that Jacen Solo be named a Jedi Master after his success at Hapes.

Cha Niathal, though, was a warrior first, and fought well in the opening battles against the Confederation. When Omas went on secret peace talks with Five Worlds Prime Minister Dur Gejinn, Jacen Solo showed Niathal evidence that Omas was willing to kill both Jacen and Niathal to end the war. As the evidence had been fabricated, Niathal was fooled into supporting Jacen to stage a coup overthrowing Omas. After Jacen and Niathal had installed themselves as Joint Chiefs of State of the GA and the war with the Confederation dragged on, Niathal grew more and more upset with Jacen Solo. Sending an agent to talk to Luke Skywalker, she found that he still supported the Galactic Alliance but refused to rejoin the Alliance until Jacen Solo was out of power.

When Jacen Solo decided to attack Fondor to make an example of that world, Niathal saw her opportunity to overthrow him and warned Luke Skywalker of the coming attack. When Jacen and Niathal defeated the Fondorians, Niathal offered them a chance to surrender. The Fondorians agreed to surrender, but Jacen Solo refused to abide by the cease-fire and attacked anyway. Niathal dismissed Jacen Solo for violating the cease-fire and ordered the Alliance fleet to cease fire, but only one third of the fleet followed her orders. Only the timely arrival of Daala's fleet ensured that

Niathal did not die over Fondor. After the battle, Luke Skywalker negotiated with Niathal to use Fondor as a base against Jacen.

During the Second Battle of Roche, Daala and Niathal fought against the Alliance forces. Both were defeated, and only Daala's intervention allowed Niathal to survive the battle. When the war finally ended, Niathal gave her quiet support to Admiral Daala's candidacy for Chief of State, as she had grown tired of politics altogether.

Admiral Cha Niathal (As of *Revelation*) **CL 15**

Medium Mon Calamari Soldier 8/Officer 7

Destiny 2; Force 13

Init +14; Senses Low-light vision, Perception +20

Languages Anx, Basic, Bith, Bothese, Mon Calamarian

Defenses Ref 29 (flat-footed 27), Fort 28, Will 32

hp 142; Threshold 28

Speed 6 squares

Melee unarmed +17 (1d4+9)

Ranged blaster pistol +17 (3d6+7) or

Ranged blaster pistol +15 (4d6+7) with Rapid Shot or

Ranged blaster pistol +12/+12 (3d6+7) with Double Attack or

Ranged blaster pistol +10/+10 (4d6+7) with Double Attack and Rapid Shot

Base Atk +15; Grp +17

Atk Options Double Attack, Rapid Shot

Special Actions Battle Analysis, Command Cover +3, Dodge, Harm's Way, Share Talent x3

Starship Maneuvers (Pilot +14) *angle deflector shields*, *attack pattern delta* (3), *howlrunner formation* (2), *overwhelming assault* (3), *strike formation* (3)

Abilities Str 14, Dex 14, Con 12, Int 17, Wis 17, Cha 15

Special Qualities Breathe Underwater, Expert Swimmer, Low-Light Vision, Swim Speed (4)

Talents Battle Analysis, Demolitions, Harm's Way, Tough as Nails, Assault Tactics, Deployment Tactics, Field Tactics, Outmaneuver

Feats Armor Proficiency (Light, Medium), Dodge, Double Attack (pistols), Rapid Shot, Skill Focus (knowledge [tactics]), Skill Training (pilot), Starship Tactics (3), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +13, Initiative +14, Knowledge (Tactics) +20, Perception +20, Pilot +14, Swim +14 (may reroll but must keep the result of the reroll even if worse; may take 10 even when distracted or threatened), Use Computer +15

Possessions blaster pistol

Admiral Cha Niathal – D6 Stats

- Stats by dhawk

(As of Revelation)

Type: Galactic Alliance Supreme Commander/Joint Chief of State

DEXTERITY 3D

Blaster 5D, blaster artillery 4D+2, dodge 4D, melee combat 4D+1, missile weapons 4D+1

KNOWLEDGE 4D

Alien species 5D+1, bureaucracy 7D+1, bureaucracy: Galactic Alliance Defense Force 8D+2, bureaucracy: Galactic Alliance 7D+2, cultures 4D+2, intimidation 8D+2, languages 5D+1, planetary systems 7D, survival 5D, survival: ocean/undersea 5D+2, tactics 8D, tactics: capital ships 9D, tactics: fleets 9D+2, tactics: starfighters 8D+2, value 4D, willpower 5D+2

MECHANICAL 3D

Astrogation 6D, communications 4D+2, capital ship gunnery 8D, capital ship piloting 7D+2, capital ship piloting: Mon Calamari battle cruiser 9D, capital ship shields 5D+1, repulsorlift operation 4D, sensors 6D, submersible operation 5D

PERCEPTION 3D

Bargain 7D, command 9D, command: Galactic Alliance bureaucrats 9D+1, command: Galactic Alliance crewmen 10D, con 7D, hide 3D+1, persuasion 5D+2, search 6D+2, sneak 4D

STRENGTH 2D

Lifting 3D, stamina 6D, swimming 8D+1

TECHNICAL 3D

Capital ship repair 5D+2, capital ship weapon repair 5D, computer programming/repair 4D+1, droid programming 4D, first aid 4D, first aid: Mon Calamari 5D, repulsorlift repair 4D+2, security 8D

Special Abilities:

Moist Environments: When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception*, and *Strength* attribute and skill checks.

Dry Environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception*, and *Strength* attribute and skill checks.

Force Points: 1

Dark Side Points: 2

Character Points: 12

Move: 10

Equipment: comlink, datapad (wired into the HoloNet), military dress uniform, standard military uniform

The Jedi Order

In 40 ABY, the galaxy was plunged into the Second Galactic Civil War. Struggling with the perceived need to side with the Galactic Alliance, the Jedi Order worked as best they could to prevent the situation from escalating. During this crisis, however, betrayal came from within as Jedi Knight Jacen Solo was seduced to the dark side by the Dark Lady Lumiya, and became the Sith Lord Darth Caedus. Despite Caedus' control of the Alliance, Luke and the Order made a distinction: they supported the Alliance, but not one controlled by Caedus.

Following the Battle of Kashyyyk, the Order declared its neutrality and formed the Jedi Coalition. Efforts were then begun to remove Caedus from power. The Order was forced to retreat secretly to Endor, where they established a temporary base. Following the recovery of Chume'da Allana Djo, the Order established a new secret base on Shedu Maad, within the Transitory Mists of the Hapes Consortium.

In 41 ABY, during the Battle of Uroo Station, Darth Caedus was killed in a duel with his sister on the *Anakin Solo*. Shortly after the war ended and the galaxy was once again at peace, the Jedi Coalition reunited with the Galactic Alliance. Lumiya's Sith, the last surviving remnant of the Order of the Sith Lords, had perished with the death of Caedus and the redemption of Caedus' Sith apprentice, Tahiri Veila. Thus, the Sith were once again believed to be extinct.

Nelani Dinn

Nelani Dinn was informally trained by Jacen Solo seven years before he and Ben Skywalker arrived on Lorrd (where Nelani was stationed) while investigating leads stemming from the events at Toryaz Station. After dealing with some local security issues, Jacen, Nelani, and Ben were led to a woman named Brisha Syo, who in turn brought them to an asteroid near Bimmieel, where Brisha revealed herself to be the Dark Lady Lumiya. Nelani and Ben were soon separated from Jacen and were then attacked by phantoms sent by Darth Vectivus, while Lumiya attempted to sway Jacen to the dark side of the Force.

Nelani and Ben successfully made their way back to Jacen, where Nelani attempted to arrest Lumiya. After Jacen was inundated by several Force visions, he concluded that becoming a Sith Lord was the only way to stop the galaxy from sliding into unending war and chose to follow Lumiya's teachings. Nelani attempted to escape the asteroid, but Jacen pursued and killed her. This act began Jacen's descent into the dark side of the Force.

Nelani Dinn (As of *Betrayal*)

CL 11

Medium Human Jedi 8/Jedi Knight 3

Init +8; **Senses** Improved Sense Surroundings; Perception +17

Languages Arkanian, Basic

Defenses Ref 26 (flat-footed 23), Fort 24, Will 25; Block, Deflect hp 41; **Threshold** 24

Speed 6 squares

Melee unarmed +14 (1d4+6) or

Melee unarmed +12 (2d4+6) with Rapid Strike or

Melee lightsaber +15 (2d8+8) or

Melee lightsaber +15 (2d8+11) with both hands or

Melee lightsaber +13 (3d8+11) with Rapid Strike or

Melee lightsaber +12/+12 (2d8+11) with Double Attack or

Melee lightsaber +10/+10 (3d8+11) with Double Attack and Rapid Strike

Ranged by weapon +14

Base Atk +11; **Grp** +14

Atk Options Double Attack (lightsabers), Rapid Strike

Force Powers Known (Use the Force +17): *battle strike* (2), *Force thrust* (2), *move object* (2), *rebuke* (2), *valor*

Force Techniques Improved Sense Surroundings

Abilities Str 13, Dex 16, Con 12, Int 12, Wis 14, Cha 14

Special Qualities build lightsaber

Talents Ataru, Block, Clear Mind, Deflect, Focused Attack, Multiattack Proficiency (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Perception, Use the Force), Wary Defender, Weapon Finesse, Weapon Proficiency (lightsabers, simple)

Skills Acrobatics +13, Endurance +11, Perception +17, Use the Force +17 (may reroll to avoid detection by other Force-users but must accept the second roll, even if it is a worse result)

Possessions lightsaber (self-built), Jedi robes

Nelani Dinn – D6 Stats

- Stats by dhawk

(As of *Betrayer*)

Type: Jedi Knight

DEXTERITY 3D

Blaster 3D, brawling parry 4D, dodge 4D+2, lightsaber 7D, melee combat 5D, melee parry 5D+2, running 4D+2

KNOWLEDGE 3D

Alien species 4D, cultures 4D, languages 5D+2, streetwise 4D, survival 5D, value 4D+1, willpower 5D

MECHANICAL 3D

Beast riding 4D, communications 4D, repulsorlift operations 4D+2, space transports 5D, starfighter piloting 5D+1, starship

gunnery 4D+1

PERCEPTION 4D

Bargain 4D+1, body language 6D, con 4D+2, hide 4D+1, investigation 5D, kinetic communication 7D, persuasion 4D+1, search 5D, sneak 4D+1

STRENGTH 3D

Brawling 3D, climbing/jumping 4D, stamina 4D

TECHNICAL 2D

Computer programming/repair 3D, first aid 4D, lightsaber repair 4D+2, repulsorlift repair 3D, security 4D

Special Skills:

Perception Skills:

Body Language: Time to use: One round. Traditionally raised Lorradians can interpret body gestures and movements, and can often tell a person's disposition just by their posture. Given enough time, a Lorradian can get a fairly accurate idea of a person's emotional state. The difficulty is determined based on the target's state of mind and how hard the target is trying to conceal his or her emotional state. A Lorradian character can make a *body language* or *Perception* roll based on the difficulties below.

These difficulties should be modified based on a number of factors, including if the Lorradian is familiar with the person's culture, whether the person is attempting to conceal their feelings, or if they are using unfamiliar gestures or mannerisms.

Difficulty	Emotional State:
Very Easy	Extremely intense state (rage, hate, intense sorrow, ecstatic).
Easy	Intense emotional state (agitation, anger, happiness).
Moderate	Moderate emotional state (one emotion is slightly significant over all others).
Difficult	Mild emotion or character is actively trying to hide emotional state (must make a willpower roll to hide emotion; base difficulty on intensity of emotion; for extremely intense emotion, Difficult for intense emotion, Moderate for moderate emotion, Easy for mild emotion, Very Easy for very mild emotion).
Very Difficult	Very Mild emotion or character is very actively trying to hide emotional state.

Kinetic Communication: Time to use: One round to one minute. This is the ability of Lorradians to communicate with one another through hand gestures, facial tics, and very subtle body movements. Unless the Lorradian trying to communicate is under direct observation, the difficulty is Very Easy. When a Lorradian is under direct observation, the observer must roll a *Perception* check to notice that the Lorradian is communicating a message; the difficulty to spot the communication is the Lorradian's *kinetic communication* total.

Individuals who know telekinetic conversation are considered fluent in that "language" and will need to make rolls to understand a message only when it is extremely technical or detailed.

Special Abilities:

Kinetic Communication: Lorradians can communicate with one another by means of a language of subtle facial expressions, muscle ticks and body gestures. In game terms, this means that two Lorradians who can see one another can surreptitiously communicate in total silence. This is a special ability because the language is so complex that only an individual raised fully in the Lorradian culture can learn the subtleties of the language.

Story Factors:

Former Slaves: Lorradians were enslaved during the Kanz Disorders and have a great sympathy for any who are enslaved now. They will never knowingly deal with slavers, or turn their back on a slave who is trying to escape.

Force Skills: *Control 3D+2, sense 4D, alter 2D*

These Force powers are only some that Nelani Dinn has thus far demonstrated:

Control: *Accelerate healing, concentration, control pain, emptiness, force of will, hibernation trance, resist stun, remain conscious*

Sense: *Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path*

Alter: *Force push¹, telekinesis*

Control and Sense: *Lightsaber combat, projective telepathy*

Control and Alter: *Control breathing*

Sense and Alter: *Dim other's senses*

Control, Sense, and Alter: *Affect mind*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 3

Character Points: 9

Move: 10

Equipment: Jedi robes, lightsaber (5D)

Valin Horn



Star Wars Insider #57

- D20 Stats by Thomas

The son of Jedi Council member Corran Horn and smuggler Mirax Terrik Horn, Valin was sent on a mission to the underlevels of Coruscant with Master Kyle Katarn, Padawan Seha Dorvald and fellow Jedi Knights Thann Mithric and Kolir Hu'lya. There, they confronted Jacen Solo. After Master Katarn was stabbed by Solo, Valin and Seha manage to get him to safety, but Mithric was killed by Solo.

Valin would participate in a critical segment of the operation to destroy Centerpoint Station, disguising himself as a GAG trooper alongside Master Durrion and fellow Knight Jaden Korr. Ultimately, the mission succeeded and Centerpoint Station was destroyed.

Valin Horn (*As of Fury*)

CL 7

Medium Human Jedi 7

Force 5, Strong in the Force

Init +3; **Senses** Perception +11

Languages Basic, Huttese

Defenses Ref 17 (flat-footed 17), Fort 17, Will 20

hp 64; **Threshold** 17

Speed 6 squares

Melee Lightsaber +9 (2D8+5)

Ranged +3 (by weapon)

Base Atk +7; **Grp** +7

Force Powers Known (Use the Force +16): *battle strike* (3), *move object*, *Force shield*, *negate energy* (2), *vital transfer*, *surge*, *mind trick* (3)

Abilities Str 11, Dex 11, Con 11, Int 12, Will 16, Cha 14

Talents Beast Trick, Illusion, Block, Weapon Specialization (lightsaber)

Feats Force Sensitivity, Force Training (3), Quickdraw, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsaber)

Skills Acrobatics +8, Perception +11, Use the Force +16

Possessions Lightsaber (self-built), Jedi robes, street clothes

Halcyon Bloodline Members of the Halcyon bloodline are nearly incapable of utilizing telekinetic Force powers but make up for it with their powerful mind affecting abilities. Valin takes a -15 penalty on all Force powers with the Telekinetic descriptor. However, if he uses a Force Point on a successful *negate energy* use, he may choose to use a telekinetic power at no penalty before the end of his next turn instead of gaining the hit points. Valin gains a +5 bonus to his Use the Force checks when using any power with the Mind Affecting descriptor.

Valin Horn – D6 Stats

- Stats by Thomas

(As of *Fury*)

Type: Jedi Knight

DEXTERITY 3D

Brawling parry 4D, dodge 5D, lightsaber 5D+1, melee parry 4D+1, running 3D+2

KNOWLEDGE 2D

Languages 3D+1, planetary systems 3D+1, scholar 3D, scholar: Jedi lore 4D, streetwise 2D+2, survival 4D+1, willpower 4D

MECHANICAL 2D+1

Astrogation 3D, communications 4D, repulsorlift operation 4D, sensors 3D+2, space transports 3D+2, starfighter piloting 3D+2, starship shields 4D

PERCEPTION

3D

Bargain 5D, con 5D+1, hide 7D+1, investigation 8D+1, persuasion 5D, search 7D+2, sneak 6D

STRENGTH 2D

Climbing/jumping 4D, stamina 3D+1

TECHNICAL 2D+1

First aid 3D, lightsaber repair 3D+1

Special Abilities:

Force Skills: Control 8D+1, sense 9D, alter 9D+2

These Force powers are only some that Valin Horn has thus far demonstrated:

Control: Absorb/dissipate energy, enhance attribute

Sense: Combat sense, danger sense, life detection, life sense

Alter: Telekinesis*

Control and Sense: Lightsaber combat

Control, Sense, and Alter: Affect mind*, enhanced coordination

**Halcyon bloodline: Members of the Halcyon bloodline are nearly incapable of utilizing telekinetic Force powers but make*

up for it with their powerful mind affecting abilities. All attempts to use telekinesis are always at a Heroic 30+ difficulty unless using the bonus from Channel Energy. All attempts to use affect mind are made at two difficulty levels lower.

This character is Force-sensitive.

Force Points: 5

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), Jedi robes, street clothes

Kolir Hu'lya

Kolir Hu'lya was a Bothan that was promoted to Jedi Knight a few weeks before she became a member of Team Purella during Operation Roundabout, a mission tasked with kidnapping the Five World Prime Minister, Aidel Saxan. However, the mission was a trap. Kolir suffered a broken jaw during the mission, but eventually recovered.

Kolir accompanied Master Kyle Katarn, fellow Jedi Knights Thann Mithric and Valin Horn and Padawan Seha Dorvald on a mission to the underlevels of Coruscant in an attempt to capture Jacen Solo. Katarn was wounded by Solo, but Dorvald managed to get him to safety. Horn and Kolir fled after Solo killed Mithric.

Kolir Hu'lya (As of *Fury*)

CL 7

Medium Bothan Jedi 7

Force 8

Init +8; Senses Perception +11

Languages Basic, Bothese, Caamasi, Durese, Falleen

Defenses Ref 22 (flat-footed 18, with Flurry 17), Fort 19, Will 23; Elusive Target

hp 37; Threshold 19

Speed 6 squares

Melee lightsaber +8 (2d8+3) or

Melee lightsaber +10 (2d8+3) with Flurry

Ranged by weapon +11

Base Atk +7; Grp +11

Atk Options Double Attack (simple weapons), Flurry

Special Actions Combat Reflexes, Equilibrium, Force Intuition, Telekinetic Savant 1/encounter

Force Powers Known (Use the Force +8): *battle strike (2), Force disarm, Force thrust (2), mind trick, move object (2)*

Abilities Str 10, Dex 18, Con 12, Int 17, Wis 16, Cha 10

Special Qualities build lightsaber

Talents Elusive Target, Equilibrium, Force Intuition, Telekinetic Savant

Feats Combat Reflexes, Double Attack (simple weapons), Flurry, Force Sensitivity, Force Training (2), Forceful Recovery, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Initiative +7 (may Use the Force +8 instead), Knowledge (bureaucracy) +11, Perception +11, Pilot +12, Use the Force +8

Possessions Jedi robes, lightsaber (self-built)

Kolir Hu'lya – D6 Stats

- Stats by dhawk

(as of *Fury*)

Type: Bothan Jedi Knight

DEXTERITY 3D

Brawling parry 3D+2, dodge 5D, lightsaber 5D+2, melee combat 4D+2, melee parry 4D+2

KNOWLEDGE 3D

Alien species 3D+2, cultures 5D, bureaucracy 5D, languages 4D+2, planetary systems 4D+1, survival 3D+2, value 6D, willpower 4D+2

MECHANICAL 3D

Astrogation 3D+1, communications 4D+2, repulsorlift operations 3D+2, starfighter piloting 5D, starship gunnery 5D, starship shields 3D+2

PERCEPTION 4D

Bargain 6D, con 6D+1, hide 6D, investigation 6D+1, persuasion 5D+1, search 6D, sneak 6D+1

STRENGTH 2D

Lifting 3D, stamina 3D+2

TECHNICAL 3D

Computer programming/repair 5D+2, droid repair 4D+1, droid programming 4D+2, first aid 3D+2, lightsaber repair 4D+1, security 5D

Special Abilities:

Force Skills: Control 3D, sense 3D+2, alter 2D+1

These Force powers are only some that Kolir Hu'lya has thus far demonstrated:

Control: Accelerate healing, burst of speed¹, concentration, control pain, enhance attribute, hibernation trance, remain conscious

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, merge senses, receptive telepathy, sense Force

Alter: Force push¹, telekinesis

Control and Sense: Lightsaber combat, projective telepathy

Control, Sense, and Alter: Affect mind

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 0

Character Points: 8

Move: 10

Equipment: Jedi robes, lightsaber (5D), comlink

Jaden Korr

- Stats and Bio by Thomas

Jaden Korr was a male human Jedi Knight from Coruscant. A student and apprentice of Jedi Master Kyle Katarn, Korr was one of his best apprentices and a key figure in resolving the Disciples of Ragnos crisis in 14 ABY. A master of many Force abilities, including some dark powers, he continued to serve the New Jedi Order after the Yuuzhan Vong War and into the time of the Galactic Alliance.

Jaden Korr (As of *Fury*)

CL 14

Medium Kel Dor Soldier 1/Jedi 6/Elite Trooper 1/Jedi Knight 6

Force 10; Dark Side 3

Init +14 Senses Perception +15, Low Light Vision

Languages Basic, Kel Dor, Shyriiwook

Defences: Ref 32 (30 flat-footed), Fort 33, Will 30 Block, Deflect
hp 123 Threshold 33

Speed: 6 squares

Melee: Unarmed +16 (1D6+7)

Melee: Lightsaber +17 (2D8+9)

Ranged: Heavy blaster pistol +17 (3D8+7)

Ranged: Bowcaster +16 (3D10+7)

Base Atk 14; Grp: +16

Special Actions Delay Damage, Redirect Shot, Taint of the Dark Side, Tough as Nails

Force Powers Known (Use the Force +20): *Force lightning, Force shield, Force thrust (2), move object (2), mind trick, negate energy, surge (2)*

Force Techniques Force Point Recovery (2), Improved Force Trance

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 15

Talents Ataru, Block, Dark Deception, Deflect, Exotic Weapon Mastery, Redirect, Taint of The Dark Side, Tough as Nails

Feats Armor Proficiencies (Light, Medium), Force Sensitivity, Force Training (2), Martial Arts 1, Point Blank Shot, Skill Focus (Use the Force), Skill Training (Use the Force), Weapon Finesse, Weapon Proficiencies (Lightsabers, Pistols, Rifles, Simple)

Skills Initiative +14, Perception +15, Mechanics +13, Use Computer +13, Use the Force +20

Possessions lightsaber (self-built), customized heavy blaster pistol (+1 to hit), bowcaster, datapad, breath mask and goggles, spare atmosphere filters, utility belt with medpac, hyperdrive-equipped Z-95 Headhunter

Jaden Korr – D6 Stats

- Stats by Thomas

(As of *Fury*)

Type: Human Jedi Knight

DEXTERITY 3D

Blaster 7D, bowcaster 5D, brawling parry 5D+2, dodge 8D+1, lightsaber 9D+2, melee combat 4D+1, melee parry 6D+1, running 5D, vehicle blasters 3D+2

KNOWLEDGE 3D

Alien species 5D, cultures 3D+2, languages 4D+1, scholar 5D, scholar: Jedi lore 6D, streetwise 5D+2, survival 5D, willpower 5D

MECHANICAL 2D

Astrogation 4D, repulsorlift operation 4D, space transports 4D+1, starfighter piloting 6D+2

PERCEPTION 3D+1

Bargain 5D, command 6D, con 6D, hide 5D, investigation 4D+2, persuasion 4D+2, search 6D, sneak 5D+1

STRENGTH 2D+2

Brawling 3D, climb/jumping 6D, stamina 5D+2

TECHNICAL 3D

First aid 5D+2, lightsaber repair 7D, security 4D+2

Special Abilities:

Force Skills: *Control 8D, sense 7D+1, alter 8D+1*

These Force powers are only some that Jaden Korr has thus far demonstrated:

Control: *Accelerate healing, control pain*

Sense: *Combat sense, danger sense, life detection, sense Force*

Alter: *Telekinesis*

Control and Alter: *Control breathing, Force lightning,*

Control and Sense: *Lightsaber combat*

Control, Sense, and Alter: *Affect mind*

This character is Force-sensitive.

Force Points: 10

Dark Side Points: 3

Character Points: 15

Move: 10

Equipment: Lightsaber (5D, blue blade), heavy blaster pistol (5D), bowcaster (4D), datapad, utility belt with medpac, hyperdrive-equipped Z-95 Headhunter

Lowbacca



Star Wars Insider #57

In 40 ABY, Lowbacca and Tesar Sebatyne were under the command of Galactic Alliance Admiral Nek Bwua'tu as tensions with the Five Worlds government arose. After Jaina Solo and Zekk were relieved from their posts, the Lowbacca and Tesar were reassigned to take over monitoring the secret Corellian shipyards in the Kiris Asteroid Cluster.

Lowbacca joined with the rest of the Jedi Order when they abandoned the Alliance once it became known that Jacen Solo had become the Sith Lord Darth Caedus. During the Battle of Kashyyyk, when Caedus attacked his homeworld, Lowbacca led a Jedi charge against the Sith Lord's flagship, the *Anakin Solo*. Attempting to mentally reason with his former friend, Lowbacca launched a shadow bomb at the bridge of the Star Destroyer. Ironically, Ben Skywalker's ill-timed attack on Caedus at the same time failed to kill the Sith Lord.

In 41 ABY, Kashyyyk joined the Jedi Coalition with the goal of removing Caedus from power. Lowbacca would go on to participate in most of the final battles of the Second Galactic Civil War, which did not end until Jaina Solo slew her twin in lightsaber combat.

Lowbacca (As of *Invincible*)

CL 9

Medium Wookiee Jedi 6/Jedi Knight 3

Force 10; **Dark Side** 1

Init +5; **Senses** Perception +6

Languages Basic (understand only), Shyriiwook, Twi'lek

Defenses Ref 22 (flat-footed 21), Fort 23, Will 23

hp 48, **Fast Surge**; **Threshold** 23

Speed 6 squares

Melee lightsaber +14 (2d8+8) or

Melee lightsaber +14 (2d8+12) with both hands or

Melee lightsaber +11/+11 (2d8+12) with Double Attack

Ranged by weapon +10

Base Atk +9; **Grp** +13

Atk Options Accelerated Strike, Double Attack (lightsabers), Guardian Strike

Special Actions Call Weapon, Combat Reflexes, rage 1/day

Force Powers Known (Use the Force +10): *battle strike* (2), *Force slam*, *Force thrust*, *intercept*, *move object*

Force Techniques Improved Force Trance

Abilities Str 19, Dex 13, Con 15, Int 12, Wis 14, Cha 13

Special Qualities build lightsaber, expert climber, intimidating

Talents Call Weapon, Force Flow, Guardian Strike, Multiattack Proficiency (lightsabers), Recall

Feats Accelerated Strike, Combat Reflexes, Double Attack (lightsabers), Fast Surge, Fight Through Pain, Force Sensitivity, Force Training (2), Weapon Proficiency (lightsabers, simple weapons)

Skills Climb +8 (may take 10 even when distracted or threatened), Endurance +11, Mechanics +10, Persuasion +5 (may reroll to intimidate others but must keep the result of the reroll even if worse), Use the Force +10

Possessions lightsaber (self-built), StealthX starfighter, syren-fiber belt, tool kit

Lowbacca – D6 Stats

- Adapted from stats developed by Gary Astleford

(As of *Invincible*)

Type: Jedi Knight

DEXTERITY 3D

Bowcaster 5D+2, dodge 6D+2, lightsaber 8D+1

KNOWLEDGE 2D+1

Intimidation 7D+2, planetary systems 3D+2, planetary systems: Kashyyyk 5D, scholar 4D, scholar: Jedi lore 5D, survival 6D

MECHANICAL 2D+1

Repulsorlift operation 4D, space transports 6D, starfighter piloting 8D, starfighter piloting: X-wing 9D

PERCEPTION 2D

Search 3D+2

STRENGTH 5D+1

Brawl 7D, climbing/jumping 8D+1

TECHNICAL 3D

Lightsaber repair 7D, repulsorlift repair 5D+2

Special Abilities:

Berserker Rage: A Wookiee who becomes enraged (the character must believe himself or those to whom he has pledged a life debt to be in immediate, deadly danger) receives a +2D bonus to *Strength* for purposes of causing damage while

brawling (the character's *brawling* skill is not increased). The character suffers a -2D penalty to all non-*Strength* attribute and skill checks. The Wookiee must make a Moderate *Perception* roll to calm down from berserker rage while enemies are still present. The Wookiee suffers a -1D penalty to *Perception* and rolls a minimum of 1D for the check (therefore, while most Wookiees are enraged, they will normally have to roll a 6 with their Wild Die to be able to calm down). Please note that this penalty applies to enemies. After all enemies have been eliminated, the character must only make an Easy *Perception* total (with no penalties) to calm down.

The Wookiee player characters must be careful when using Force Points while in a berserker rage. Since the rage is clearly based on anger and aggression, using Force Points will almost always lead to the character getting a Dark Side Point. The use of the Force Point must be wholly justified not to incur a Dark Side Point.

Climbing Claws: Wookiees have retractable climbing claws which are used for climbing only. They add +2D to their *climbing* skill while using the claws. Any Wookiee who uses claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down — regardless of the circumstances.

Story Factors:

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Enslaved: Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

Language: Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them...though a Wookiee's intent is seldom misunderstood.

Honor: Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species: individually, or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code.

The Wookiee code of honor is as stringent as it is ancient. Atonement for a crime against their honor code is nearly impossible — it is usually only achieved posthumously. Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back." But those are legends ...

Force Skills: *Control 6D+2, sense 8D, alter 5D+2*

These Force powers are only some that Lowbacca has thus far

demonstrated:

Control: Absorb/dissipate energy, concentration, control pain, emptiness, force of will, hibernation trance

Sense: Combat sense, danger sense, life detection, life sense, life web, magnify senses, receptive telepathy, sense Force, sense Force potential, sense path

Alter: Telekinesis

Control and Sense: Life bond, lightsaber combat

Control and Alter: Control breathing

Sense and Alter: Dim other's senses, lesser Force shield

Control, Sense, and Alter: Affect mind

This character is Force-sensitive.

Force Points: 6

Dark Side Points: 1

Character Points: 21

Move: 13

Equipment: Lightsaber (5D, bronze blade), StealthX starfighter, syren-fiber belt, tool kit

Source: *The New Jedi Order Sourcebook*, page 144.

Thann Mithric

Thann Mithric was a Falleen male serving as a Jedi Knight in the time following the Swarm War. At the beginning of the Second Galactic Civil War, he was constantly chastised by Kolir Hu'lya for using his Falleen pheromones with Jedi mind tricks. He served as part of Operation Roundabout, along with Jaina Solo, Zekk, and Hu'lya, the mission to kidnap Aidel Saxan. However, it turned out to be a trap and Zekk received burns on his back while Kolir suffered a broken jaw. Thann, fortunately, was not badly injured.

Thann later accompanied Jedi Master Kyle Katarn, fellow Jedi Knights Kolir Hu'lya and Valin Horn and Jedi Apprentice Seha Dorvald on a mission in the underlevels of Coruscant to seek out Jacen Solo, now known as Darth Caedus. During the duel between the Jedi and Caedus, Master Katarn was severely wounded by being stabbed in the chest and was taken to safety by Seha. Kolir, Valin and Thann carried on fighting Caedus. Thann was shot in the chest with a blaster and was then decapitated by Caedus.

Thann Mithric (As of *Fury*)

CL 9

Medium Falleen Jedi 7/Jedi Knight 2

Force 10

Init +6; **Senses** Perception +10

Languages Basic, Falleen

Defenses Ref 23 (flat-footed 21), Fort 22, Will 22; Block

hp 94; **Threshold** 22

Immune +5 to Fortitude Defense against Falleen pheromones

Speed 6 squares

Melee lightsaber +12 (2d8+6) or

Melee lightsaber +12 (2d8+8) with both hands or

Melee lightsaber +9/+9 (2d8+8) with Double Attack

Ranged by weapon +11

Base Atk +9; **Grp** +11

Atk Options Assured Attack, Attack Combo (Melee), Cunning Attack, Defensive Acuity, Double Attack (lightsabers), Exposing Strike

Special Actions Combat Reflexes, Guiding Strikes

Force Powers Known (Use the Force +13): *battle strike* (2), *Force slam*, *move object*

Force Techniques Improved Telepathy

Abilities Str 14, Dex 15, Con 12, Int 12, Wis 13, Cha 18

Special Qualities build lightsaber, hold breath, pheromones

Talents Block, Defensive Acuity, Exposing Strike, Guiding Strikes, Multiattack Proficiency (lightsabers)

Feats Assured Attack, Attack Combo (Melee), Combat Reflexes, Cunning Attack, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Perception +10, Use the Force +13

Possessions Jedi robes, lightsaber (self-built)

Thann Mithric – D6 Stats

- Stats by dhawk

(As of *Fury*)

Type: Falleen Jedi Knight

DEXTERITY 3D

Blaster 3D+2, brawling parry 4D, dodge 5D, lightsaber 5D+2, melee combat 4D+2, melee parry 5D, running 4D+1

KNOWLEDGE 3D

Alien species 4D, cultures 4D, languages 4D+1, planetary systems 3D+2, survival 4D, survival: ocean 5D+1, willpower 4D+2

MECHANICAL 3D

Astrogation 3D+1, communications 4D+2, repulsorlift operations 4D, starfighter piloting 5D+1, starship gunnery 5D, starship shields 3D+1

PERCEPTION 4D

Bargain 4D+2, body language 5D, con 5D+2, hide 5D+2, investigation 4D+1, persuasion 6D, search 5D, sneak 5D+2

STRENGTH 3D

Brawling 3D+1, stamina 4D+1, swimming 6D

TECHNICAL 2D

Computer programming/repair 3D, first aid 3D+1, lightsaber repair 4D, starfighter repair 3D+1

Special Abilities:

Attraction Pheromones: Exuding special pheromones and changing skin color to affect others gives Falleen a +1D bonus to their *persuasion* skill, with an additional +1D for each hour of continuous preparation and meditation to enhance the effects. The bonus may total no more than +3D for any one skill attempt and the attempt must be made within one hour of completion meditation.

Amphibious: Falleen can "breathe" water for up to 12 hours. They receive +1D to any *swimming* skill rolls.

Force Skills: *Control* 3D, *sense* 3D+1, *alter* 2D+1

These Force powers are only some that Thann Mithric has thus far demonstrated:

Control: *Accelerate healing, concentration, control pain, enhance attribute, hibernation trance, short-term memory enhancement*

Sense: *Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force*

Alter: *Telekinesis*

Control and Sense: *Lightsaber combat*

Control and Alter: *Accelerate another's healing, control another's pain*

Sense and Alter: *Dim other's senses*

Control, Sense, and Alter: *Affect mind*

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 0

Character Points: 8

Move: 10

Equipment: Jedi robes, lightsaber (5D)

Tesar Sebatyne

By 40 ABY, Tesar and Lowbacca were operating under Admiral Nek Bwua'tu's command; specifically tasked with the monitoring of Corellia's secret Kiris shipyards. At Mara Jade Skywalker's funeral, Tesar was present as his mother delivered the eulogy to the fallen Jedi Master. Tesar would later be a part of a battle meld at the Second Battle of Balmorra.

In 41 ABY, Tesar, along with fellow Jedi Lowbacca and Zekk, would spar with Jaina Solo to prepare her for her coming duel with Darth Caedus. To further Jaina's training, Tesar would be present as she learned how to control the power of shatterpoints. The Second Galactic Civil War concluded with the death of Darth Caedus.

Tesar Sebatyne

CL 9

Medium Barabel Jedi 7/Jedi Knight 2

Init +11; **Senses** Perception +5, darkvision

Languages Barabel, Basic

Defenses Ref 25 (flat-footed 23), Fort 24, Will 22; Block, Instinctive Defense

hp 102; **Threshold** 24

Immune +5 to Fortitude Defense against radiation, persistent conditions from radiation, +5 to Damage Threshold against stun weapons

Speed 6 squares

Melee lightsaber +13 (2d8+7) or

Melee lightsaber +13 (2d8+10) with both hands or

Melee lightsaber +8/+8 (2d8+10) with Double Attack

Ranged blaster pistol +6 (3d6+4)

Base Atk +9; **Grp** +12

Atk Options Cunning Attack, Double Attack (lightsabers), Master of the Great Hunt, Power Attack

Special Actions Force Fortification, Guiding Strikes, Riposte

Force Powers Known (Use the Force +9): *battle strike, farseeing, mind trick, move object*

Force Techniques Improved Move Light Object

Abilities Str 16, Dex 14, Con 16, Int 12, Wis 13, Cha 11

Special Qualities build lightsaber, intimidating

Talents Block, Force Fortification, Guiding Strikes, Master of the Great Hunt, Riposte

Feats Cunning Attack, Double Attack (lightsabers), Force Readiness, Force Sensitivity, Force Training (2), Instinctive Defense, Power Attack, Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +11, Persuasion +4 (may reroll to intimidate others but must keep the result of the reroll even if it is a worse result), Pilot +11, Use the Force +9

Possessions blaster pistol, Jedi robes, lightsaber (self-built), StealthX starfighter

Barabel - Converted by DarkJedi82

Barabel

Ability Modifiers: No change (from *Ultimate Alien Anthology*).

Medium-size: No change.

Speed: Barabel base speed is 6 squares.

Natural Armor: Natural Armor is added to Reflex Defense.

Natural Weapons: No change.

Radiation Resistance: Barabel receive a +2 species bonus to Fortitude Defense against radiation.

Darkvision: See Sullustan trait (*Saga Edition Core Rulebook*, page 30).

Primitive: See Gamorrean trait (*Saga Edition Core Rulebook*, page 26).

Intimidating: Barabel may reroll any Persuasion check made to intimidate others, but the result of the reroll must be accepted, even if it is a worse result.

Automatic Languages: Barabel

Tesar Sebatyne – D6 Stats

(As of *Invincible*)

Type: Jedi Knight

DEXTERITY 3D

Blaster 6D+1, lightsaber 8D+2, melee combat 6D, melee parry 6D

KNOWLEDGE 2D+1

Intimidation 6D, languages 5D+1, scholar 6D+1, scholar: Jedi lore 7D+1

MECHANICAL 2D+1

Repulsorlift operation 5D, space transports 5D, starfighter piloting 8D,

PERCEPTION 2D+1

Hide 5D+1

STRENGTH 4D

Brawling 7D, climbing/jumping 6D+2, stamina 8D

TECHNICAL 2D+1

Computer programming/repair 5D+2, lightsaber repair 7D+1, starfighter repair 6D+1

Special Abilities:

Natural Body Armor: Gives the Barabel +2D against physical attacks and +1D against energy attacks.

Radiation Resistance: Barabels have natural resistance to most forms of radiation. They receive +2D when defending against the effects of radiation.

Vision: Barabels can see in the infrared spectrum, allowing them to see in complete darkness, provided that there are heat differentials in the environment.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, though they have little aptitude for sensing the Force. They almost always yield to the commands of a Jedi Knight. (or a being that believably represents itself as a Jedi). Naturally, they are enemies of the enemies of Jedi (or those who impersonate Jedi).

Reputation: Barabels have a reputation as fierce warriors and great hunters and they are often feared. Those who know of them almost always steer clear of them.

Force Skills: Control 7D+1, sense 8D, alter 6D

These Force powers are only some that Tesar has thus far

demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control pain, emptiness, enhance attribute, force of will, hibernation trance, resist stun

Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, receptive telepathy, sense Force, weather sense

Alter: Force push¹, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter:

Sense and Alter: Dim other's senses, lesser Force shield

Control, Sense, and Alter: Affect mind, Force harmony, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 2

Character Points: 23

Move: 12

Equipment: Blaster (4D), lightsaber (5D), Jedi robes, StealthX starfighter

Source: *The New Jedi Order Sourcebook*, page 147.

Ben Skywalker



From *Fury* front cover, Jason Felix

The son of Grand Master Skywalker and Master Mara Jade Skywalker, Ben was a powerful Jedi, who up until he was nine years old, didn't want to open himself to the Force. Through the guidance of Jacen Solo, his cousin and mentor, Ben accepted his destiny as a Jedi and became Jacen's unofficial apprentice.

When the Second Galactic Civil War broke out, Ben assisted Jacen on his mission to disable or destroy Centerpoint Station.

Because of his young age, Ben was successful in deceiving many of the station's CorSec officers and was able to convince the droid known as Anakin Sal-Solo to shut down the station. Ben later told his father about this incident and Luke asked him not to tell Han and Leia about what happened.

After Jacen Solo was appointed Colonel of the Galactic Alliance Guard, Ben also joined the GAG. Ben participated in many of the police raids on Corellians, which resulted in a couple of deaths being attributed to Ben. Ben witnessed many of Jacen's atrocities first hand, which started to strain Ben's faith in his cousin; however, he still continued to train under Jacen's tutelage.

As a test designed to determine whether Ben would give in to his anger upon losing a competition, Luke arranged a lightsaber duel with Ben. Ben tried to spar with his father, but was unable to goad Luke into igniting his lightsaber. After successfully disarming Luke, Ben discovered that his father's lightsaber didn't have a power cell so there was no way Luke could have been able to ignite his weapon. Luke did this to guarantee that there would be no way for him to accidentally injure Ben. Confused and upset, Ben requested additional lightsaber combat training, which Luke happily agreed to. A short time thereafter, unbeknownst to Luke, Jacen began to train Ben in lightsaber combat while using emotions associated with the dark side.

While Jacen was hunting for his parents in their role as Corellian sympathizers, Ben attempted to arrest them onboard the *Millennium Falcon*. However, in the confusion of Jacen's attack on Han and Leia, Ben wounded the Jedi Knight Zekk. Upon rejoining his parents, Ben was told that he was to return to the new Jedi Temple for training, in order to protect him from Lumiya. In reality, this was to separate Ben from Jacen's tutelage, due to Luke thinking that Jacen was falling to the dark side.

While at the temple, Ben was secretly sent on a mission to retrieve a Sith amulet from one of the moons of Almania by Jacen, through an intermediary known as Seha Dorvald. In reality, Seha Dorvald was Lumiya in disguise. Discovering that the amulet had been stolen, Ben tracked the thief Faskus Olvidan to the planet Ziost, and discovered that Faskus and his daughter Kiara had been shot down by pirates working for Lumiya. Before succumbing to his wounds, Faskus asked Ben to look after Kiara.

After discovering a sentient Sith meditation sphere that called itself "Ship", Ben was able to use it to escape Ziost and return Kiara to her home on Drewwa, the third moon of Almania. While doing so, Ben, in a fit of anger, utilized Ship's weaponry to destroy Lumiya's pirate underlings. Later, after Ben had presented the amulet to Jacen on the *Anakin Solo*, Jacen ordered Ben to return to his duties in the GAG. One of the first missions that Jacen gave Ben when he resumed his duties was to assassinate Five Worlds Prime Minister

Dur Gejjen on Vulpter. After the mission was successful, Ben confided in his mother of his role in the assassination.

When Ben discovered Jacen's affiliation with Lumiya, Ben lost all admiration for his cousin. He later confided what he had learned from Jacen to his mother, and taught Mara how to disappear in the Force, another ability that he had learned from Jacen.

After Mara was murdered on Kavan, Ben, feeling his mother's death through the Force, rushed off to the planet to find out all he could on how his mother died. When Jacen found Ben a short time later, Ben briefly wondered how Jacen had arrived so quickly, even as Jacen promised Ben that they would find Mara's killer.

Ben later voiced his displeasure at Jacen's attempted bullying of the Jedi Order at Mara's funeral. When Ben confronted his cousin about Mara's murderer, Jacen produced a hologid that apparently showed former Chief of State Cal Omas setting up Mara's murder. Jacen ordered Ben not to kill Omas, however. To provide a plausible cover for his return to Jacen's side, Ben went to assassinate Omas. Ben's true objective was to smuggle the former chief of state to safety while faking his death. However, in an effort to make the assassination completely believable, Omas refused to flee and willingly threw himself on Ben's lightsaber, killing himself. Ben was then seen running from the scene. Ben returned to the GAG to maintain the deception of his loyalty to Jacen.

When Lowbacca launched a shadow bomb at the *Anakin Solo* and Jacen was sufficiently distracted, Ben made his move. Launching himself at his cousin, Ben attempted to kill Jacen, but Jacen suffered only a shallow wound, thanks to Jacen's subordinate Commander Twizzl, who sacrificed himself to save his superior officer. Jacen then subdued and interrogated Ben using the Embrace of Pain, a Yuuzhan Vong torture device. Jacen's torture of Ben was only interrupted when Luke and Jaina attacked the *Anakin Solo*. When Jacen returned after the dogfight, he informed Ben that his father was dead due to friendly fire, then allowed Ben to touch the Force. At that point, Ben sensed Luke on board approaching his location, and discovered that Luke was only allowing Ben, and not Jacen, to know that he was coming.

When Luke burst into the torture room, Jacen suffered several severe wounds in the ensuing duel. During the battle, Luke freed his son and ordered Ben to escape. Instead, Ben stabbed Jacen in the back with a vibrodagger, causing Luke to fear that if Ben killed Jacen at that point, Ben would be forever lost to the dark side. Rather than see that happen, father and son escaped the *Anakin Solo* as Confederate and Hapan fleets attacked the ship.

Ben accompanied his father and the rest of the Jedi Order to Endor. Later, after seeing his father in a near suicidal state, Ben astutely pointed out to Luke that he was, instead of leading the Jedi Order, searching to groom his successor so he could join Mara in the Force. Impressed by his son's maturity, Luke told Ben that he

was now formally a Jedi Knight and ready to build his own lightsaber. Ben later accompanied his father and Master Sebatyne on the mission to rescue Tenel Ka's daughter, Allana, from Jacen's clutches.

After Ben was given permission to construct his own lightsaber by his father, Ben decided to prove to everyone his belief that Jacen was the actual culprit in his mother's murder. After returning to Coruscant, Ben successfully convinced Captain Shevu of the Galactic Alliance Guard to aid him in his quest.

Finally, after Jacen returned from the Battle of Fondor, Jacen himself confessed to a wired Captain Shevu that he not only murdered Mara Jade Skywalker, but he wanted to be known from then on as the Sith Lord, Darth Caedus. Shevu reported this to Ben, who then summoned his family and revealed all the evidence he had amassed implicating Jacen.

While Ben met with Captain Shevu on Coruscant, the two of them were apprehended by Tahiri Veila and the Galactic Alliance Guard. After Ben refused to inform the GAG of the location of the new Jedi base, Tahiri attempted to seduce him. When he still refused to give up the location, she then brought Ben to the central interrogation area. A short time later, Captain Shevu was inadvertently killed while being interrogated. In the resulting chaos, Ben was successful in evading GAG troops and was rescued by Hapan agents, though Prince Isolder was captured by Caedus.

During the Battle of Uroo Station, Ben dueled Tahiri, defeated her and brought her into Jedi custody. Shortly afterwards, he also successfully redeemed her.

Ben Skywalker (As of *Betrayal*) **CL 6**

Medium Young Adult Human Jedi 6

Destiny 3; **Force** 5, Strong in the Force; **Dark Side** 1

Init +10; **Senses** Perception +10

Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 18, Will 19; Block, Deflect

hp 64; **Threshold** 18

Speed 6 squares

Melee lightsaber +7 (2d8+3) or

Melee lightsaber +2/+2 (2d8+3) with Double Attack or

Melee lightsaber +5 (3d8+3) with Rapid Strike

Melee lightsaber +4/+4 (3d8+3) with Double Attack and Rapid Strike

Melee vibrodagger +7 (2d4+3)

Ranged by weapon +8

Base Atk +6; **Grp** +8

Attack Options Double Attack, Rapid Strike

Force Powers Known (Use the Force +14): *battlestrike*, *Force thrust* (2), *rebuken* (2), *surge*

Abilities Str 11, Dex 14, Con 13, Int 13, Wis 15, Cha 13

Talents Block, Clear Mind, Deflect

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +9, Initiative +10, Perception +10, Use the Force +14

Possessions lightsaber, vibrodagger, Jedi robes

Ben Skywalker (As of *Invincible*)

CL 8

Medium Young Adult Human Jedi 7 / Jedi Knight 1

Destiny 4; **Force** 10, Strong in the Force; **Dark Side** 1

Init +10; **Senses** Perception +11

Languages Basic, Shyriiwook

Defenses Ref 21 (flat-footed 20), Fort 21, Will 22

hp 74; **Threshold** 21

Speed 6 squares

Melee unarmed +9 (1d4+5) or

Melee lightsaber +12 (2d8+5) or

Melee lightsaber +12 (2d8+6) with both hands or

Melee lightsaber +10 (3d8+6) with Rapid Strike or

Melee lightsaber +7/+7 (2d8+6) with Double Attack or

Melee lightsaber +5/+5 (3d8+6) with Double Attack and Rapid Strike or

Melee vibrodagger +4 (2d4+5) or

Melee vibrodagger +2 (3d4+5) with Rapid Strike

Base Atk +8; **Grp** +9

Atk Options Double Attack, Rapid Strike

Special Actions Block, Deflect

Force Powers Known (Use the Force +15): *battlestrike*, *Force thrust* (2), *rebuken* (2), *surge*

Abilities Str 12, Dex 13, Con 12, Int 12, Wis 15, Cha 13

Talents Clear Mind, Force Haze, Block, Deflect, Greater Weapon Focus (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)

Skills Endurance +10, Initiative +10, Perception +11, Use the Force +15

Possessions lightsaber (self-built), vibrodagger

Ben Skywalker – D6 Stats

- Stats by dhawk

(As of *Betrayal*)

Type: Jedi Padawan

DEXTERITY 3D

Blaster 4D, brawling parry 3D+2, dodge 5D, lightsaber 3D+2, melee combat 3D+1, melee parry 3D+2

KNOWLEDGE 3D

Alien species 4D, alien species: Killik 4D+2, bureaucracy 4D, languages 3D+2, languages: Killik 4D+2, survival 4D, willpower 3D+1

MECHANICAL 3D

Astrogation 4D, communications 4D, repulsorlift operations 4D+2, space transports 6D+2, starfighter piloting 7D+1, starship gunnery 7D+1, starship shields 4D

PERCEPTION 3D+1

Bargain 3D+2, command 3D+2, con 4D+2, hide 5D+2, investigation 5D, persuasion 4D+1, search 5D, sneak 5D+2

STRENGTH 2D+1

Brawling 3D, climbing/jumping 4D+1, stamina 4D+2

TECHNICAL 3D+1

Computer programming/repair 4D, droid programming 5D+1, droid repair 5D+1, first aid 3D+1, lightsaber repair 4D+2, repulsorlift repair 4D, space transports repair 4D

Special Abilities:

Force Skills: *Control* 3D+2, *sense* 4D, *alter* 2D+2

These Force powers are only some that Ben Skywalker has thus far demonstrated:

Control: Accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, short-term memory enhancement

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense surroundings¹

Alter: telekinesis

Control and Sense: Lightsaber combat, projective telepathy

Control and Alter: Accelerate another's healing, control another's pain

Sense and Alter: Dim other's senses

Control, Sense, and Alter: Affect mind, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 3

Dark Side Points: 0

Character Points: 12

Move: 10

Equipment: Jedi robes, lightsaber (5D), comlink

(As of *Sacrifice*)

Type: Jedi Padawan/Galactic Alliance Guard Lieutenant

Blaster: sniper rifle 4D, Brawling parry 4D, dodge 5D+1, lightsaber 5D, melee combat 4D, willpower 4D, command 4D, command: Galactic Alliance Guard 4D+2, investigation 5D+2, persuasion 4D+2, search 5D+2, sneak 4D+2, stamina 5D, survival 4D+1, tactics 4D, tactics: squads 4D+2

Special Abilities:

Force Skills: *Control* 4D, *alter* 3D

Control: Resist Force

Sense and Alter: Advanced Force stealth¹

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 6

Dark Side Points: 0

Character Points: 7

Equipment: Jedi robes, lightsaber (5D), Galactic Alliance Guard uniform, blaster pistol (4D), vibroblade (STR+1D+2 with hidden tracking device), comlink

(As of *Invincible*)

Type: Jedi Knight

Brawling parry 4D+1, dodge 5D+2, lightsaber 6D, melee combat 4D+2, willpower 5D+1, investigation 6D+1, persuasion 5D+1, search 6D, sneak 5D+1, tactics 4D+1, tactics: squads 5D

Special Abilities:

Force Skills: *Control* 4D+2, *sense* 4D+1

Control: Force push¹, remain conscious

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 9

Dark Side Points: 2

Character Points: 14

Equipment: Jedi robes, lightsaber (5D), Galactic Alliance Guard uniform, vibroblade (STR+1D+2 with hidden tracking device), comlink

Jaina Solo



The Essential Atlas, Chris Trevas

When the Second Galactic Civil War began in 40 ABY, Jaina Solo sided with the Galactic Alliance. Jaina's stance against Corellia upset her parents, but especially upset Han, a Corellian native. After Jacen removed her as the co-leader of Rogue Squadron when she refused to fire on an unarmed freighter, Jaina returned to her duties as a Jedi Knight. When she returned to the Jedi Order, Jaina expressed her concern to her uncle Luke about Jacen training Ben.

Jaina would accompany Zekk on a mission to discover if her parents were really involved in an assassination attempt on their friend, Queen Mother Tenel Ka. During the mission, Ben severely injured Zekk when he attempted to arrest Han and Leia. Later, following the death of Mara Jade Skywalker and after Zekk had recovered, Jaina would team up with him and Jagged Fel to discover the whereabouts of the Dark Jedi Alema Rar.

Trailing Alema to the Jedi Academy at Ossus, Jaina encountered Major Serpa of the Galactic Alliance Guard, who had been ordered by Jacen to "take care of" the Jedi academy's personnel. Forced to relinquish her lightsaber to the mentally unbalanced Serpa, Jaina was able to successfully rescue most of the Jedi, though several students and newly promoted Knights were killed by GAG snipers.

After meeting the rest of the Jedi Order on Kashyyyk following their exodus from the Battle of Kuat, Jaina insisted on being her uncle's wingman. While the Order made their attack runs on the *Anakin Solo*, Jaina was devastated when she had inadvertently fired on Luke's ship, thinking that she had killed him. However, Master Skywalker had used that moment to secretly infiltrate Jacen's flagship and rescue Ben, who Jacen had previously captured.

Later, Jaina, Jagged Fel, and Zekk were able to find Alema Rar's lair and, with the aid of Han and Leia, killed her. During the Battle of Centerpoint Station, Jaina, Jag, and Zekk were part of the

team that successfully rescued Queen Mother Tenel Ka's daughter, Allana. Afterwards, during one of Jaina and Jag's sparring sessions, Jag suggested that one way of defeating Jacen would be to use tactics that Jacen was not aware of. With that insight, Jaina then resolved to learn from her family's arch-enemy: Boba Fett.

Shortly before departing for Mandalore, Jaina and her mother were confronted by Ben, who stated that he believed that Jacen was the one responsible for Mara's murder. Skeptical that even Jacen could fall so far, they asked Ben to obtain proof of Jacen's duplicity. Jaina then left for Mandalore.

After successfully persuading Fett to train her, Jaina was repeatedly humiliated in their sparring sessions. In addition to her training duties, Jaina was often called upon to fix various mechanical items and other menial tasks, and in so doing, observed Mandalorian culture. During her time on Mandalore, Jaina would become friends with Fett's granddaughter, Mirta Gev. During the Battle of Fondor, after Admiral Pellaeon was assassinated by Tahiri Veila aboard Pellaeon's flagship, the *Bloodfin*, Jaina would be part of the team that infiltrated the *Bloodfin*.

A month of training later, after Ben provided Jaina with evidence that Jacen was Mara Jade Skywalker's murderer, Fett would deem her capable of eliminating Caedus. Jaina would then reunite with the Jedi Order on Shedu Maad, now determined to make Jacen answer for his crimes. A short time later, Jaina tried to kill at Caedus at the Roche Asteroids, but only managed to cut off his arm before she was forced to flee.

The next time Jaina fought her brother was during the Battle of Uroto Station. She managed to infiltrate the *Anakin Solo* and she finally encountered him in the ship's medical incinerator. Caedus tried to tell her about a nanovirus targeting Tenel Ka and Allana, but Jaina didn't believe him. Instead, Jaina engaged Caedus in another lightsaber duel. As Jaina was striking the final blow, she felt her brother reach out through the Force to Tenel Ka in order to warn her about the nanovirus. Despite this, Jaina could not disengage in time and killed her brother.

When her parents came to her aid, they found her holding Jacen's head in her lap and she asked her parents to forgive her for killing her brother. Jaina would later say that she thought Caedus reaching out to Tenel Ka meant that he became Jacen again before his death, and that she felt Jacen die through her twin bond, not Caedus.

Jaina Solo (As of *Betrayal*)

CL 14

Medium Human Jedi 7/Soldier 2/Ace Pilot 3/Jedi Knight 1/Officer 1

Destiny 5; Force 13; Dark Side 1

Init +15; Senses Low-light vision, Perception +14

Languages Basic, Mon Calamarian, Shyriiwook

Defenses Ref 31 (flat-footed 28), Fort 27, Will 30
hp 115; **Threshold** 27

Speed 6 squares

Melee unarmed +13 (1d4+7) or

Melee unarmed +11 (2d4+7) with Rapid Strike or

Melee lightsaber +14 (2d8+7) or

Melee lightsaber +12 (3d8+7) with Rapid Strike or

Melee lightsaber +11/+11 (2d8+7) with Double Attack or

Melee lightsaber +9/+9 (3d8+7) with Double Attack and Rapid Strike

Base Atk +13; **Grp** +16

Atk Options Double Attack, Rapid Strike

Special Actions Block, Deflect, Indomitable, Lightsaber Defense +1, Vehicle Dodge +1

Force Powers Known (Use the Force +18): *battle strike*, *Force slam*, *Force thrust* (2), *move object*, *rebuke*

Starship Maneuvers Known (Pilot +20): *Ackbar slash*, *Corellian slip*, *I have you now*, *target sense*, *Skywalker loop*, *strike formation*

Abilities Str 11, Dex 16, Con 13, Int 14, Wis 14, Cha 13

Special Qualities Vehicle Dodge +1

Talents Assault Tactics, Block, Deflect, Close Scrape, Elusive Dogfighter, Force Pilot, Indomitable, Lightsaber Defense +1, Multiattack Proficiency (lightsabers)

Feats Armor Proficiency (Light), Double Attack (lightsabers), Force Sensitivity, Force Training (x2), Rapid Strike, Skill Focus (Pilot, Use the Force), Skill Training (Knowledge [tactics]), Starship Tactics (2), Vehicular Combat, Weapon Proficiency (lightsabers, simple)

Skills Acrobatics +15, Initiative +15, Knowledge (Tactics) +14, Perception +14, Pilot +20, Use the Force +18

Possessions lightsaber (self-built), pilot uniform, Jedi robes, StealthX starfighter, vacuum suit

Jaina Solo (As of *Invincible*)

CL 16

Medium Human Jedi 7/Scout 1/Soldier 2/Ace Pilot 3/Jedi Knight 2/Officer 1

Destiny 6; **Force** 14; **Dark Side** 1

Init +16; **Senses** Improved Sense Surroundings, Perception +15

Languages Basic, Mon Calamarian, Shyriiwook

Defenses Ref 33 (flat-footed 30), Fort 29, Will 32

hp 129; **Threshold** 29

Speed 6 squares

Melee unarmed +15 (1d4+9) or

Melee unarmed +13 (2d4+9) with Rapid Strike or

Melee lightsaber +16 (2d8+9) or

Melee lightsaber +16 (2d8+10) with both hands or

Melee lightsaber +14 (3d8+10) with Rapid Strike or

Melee lightsaber +13/+13 (2d8+10) with Double Attack or

Melee lightsaber +11/+11 (3d8+10) with Double Attack and Rapid Strike

Base Atk +14; **Grp** +17

Atk Options Double Attack, Rapid Strike

Special Actions Block, Deflect, Indomitable, Lightsaber Defense +1, Vehicle Dodge +1

Force Powers Known (Use the Force +20): *battle strike*, *Force slam*, *Force thrust* (x2), *move object*, *rebuke*

Force Techniques Improved Sense Surroundings

Starship Maneuvers Known (Pilot +20): *Ackbar slash*, *Corellian slip*, *I have you now*, *target sense*, *Skywalker loop*, *strike formation*

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 14, Cha 14

Talents Acute Senses, Assault Tactics, Block, Close Scrape, Deflect, Elusive Dogfighter, Force Pilot, Indomitable, Lightsaber Defense, Multiattack Proficiency (lightsabers)

Feats Armor Proficiency (Light), Double Attack (lightsabers), Force Sensitivity, Force Training (2), Rapid Strike, Skill Focus (Pilot, Use the Force), Skill Training (knowledge [tactics]), Vehicular Combat, Weapon Proficiency (lightsabers, rifles, simple)

Skills Acrobatics +16, Initiative +16, Knowledge (Tactics) +15, Perception +15 (may reroll but must accept the second roll, even if it is a worse result), Pilot +21, Use the Force +20

Possessions lightsaber (self-built), pilot uniform, Jedi robes, StealthX starfighter, vacuum suit

Jaina Solo – D6 Stats

- Stats by dhawk

(As of *Betrayal*)

Type: Jedi Knight

DEXTERITY 2D+2

Blaster 6D, brawling parry 5D+1, dodge 5D, lightsaber 8D+2, melee combat 7D, melee parry 6D

KNOWLEDGE 3D

Alien species 4D, bureaucracy 4D, languages 3D+2, languages: Shyriiwook 5D, survival 5D, tactics 6D, tactics: starfighters 7D+1, willpower 6D

MECHANICAL 3D+2

Astrogation 4D+1, beast riding 4D, communications 4D+1, repulsorlift operations 5D+1, space transports 6D+2, starfighter piloting 8D+2, starfighter piloting: X-Wing 9D+2, starship gunnery 8D+2, starship shields 6D

PERCEPTION 3D

Bargain 4D+1, command 8D, command: Rogue Squadron 9D, con 4D, hide 3D+2, persuasion 3D+2, search 3D+2, sneak

4D+1

STRENGTH 2D+2

Brawling 6D+1, climbing/jumping 4D, stamina 6D+1

TECHNICAL 3D

Computer programming/repair 5D+1, droid programming 5D, droid repair 5D+2, first aid 4D, lightsaber repair 6D, repulsorlift repair 5D+1, space transports repair 8D, starfighter repair 8D+1, starship weapon repair 6D

Special Abilities:

Force Skills: *Control 7D, sense 6D+1, alter 6D*

These Force powers are only some that Jaina Solo has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, burst of speed¹, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious*

Sense: *Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path, sense surroundings, shift sense*

Alter: *Force lightning, Force push¹, kinetic combat¹, shadow bomb¹, telekinesis*

Control and Sense: *Battle meld¹, farseeing, life bond, lightsaber combat, projective telepathy*

Control and Alter: *Accelerate another's healing, control another's pain, control breathing, return another to consciousness*

Sense and Alter: *Dim other's senses, lesser Force shield*

Control, Sense, and Alter: *Affect mind, memory wipe, projected fighting*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 7

Dark Side Points: 3

Character Points: 22

Move: 10

Equipment: Jedi robes, lightsaber (5D), Galactic Alliance Starfighter Corps uniform, R9 astromech droid, StealthX starfighter, vacuum suit

(As of Sacrifice)

Brawling parry 5D+2, lightsaber 9D, tactics: starfighters 8D, willpower 6D+1, starfighter piloting: X-Wing 10D, starship gunnery 9D, search 4D, sneak 4D+2,

Special Abilities:

Force Skills: *Sense 6D+2*

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 4

Character Points: 4

Equipment: Jedi robes, lightsaber (5D), R9 astromech droid, StealthX starfighter, vacuum suit

(As of Invincible)

Brawling parry 5D+2, lightsaber 9D+1, cultures: Mandalorian 3D+1, starship gunnery 9D+1, brawling: martial arts 3D, stamina 6D+2

Special Abilities:

Force Skills: *Sense 7D*

Sense: *Shatterpoint sense¹, shatterpoint strike¹*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

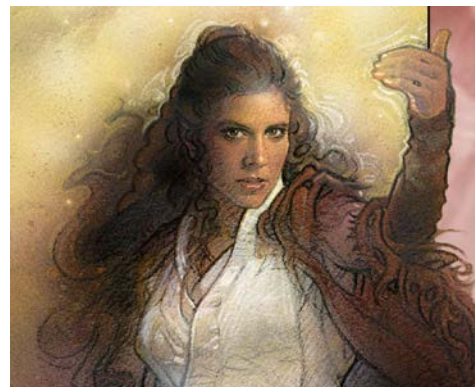
Force Points: 6

Dark Side Points: 4

Character Points: 7

Equipment: Jedi robes, lightsaber (5D), R9 astromech droid, StealthX starfighter, vacuum suit

Leia Organa Solo



Star Wars Miniatures: Jedi Academy

At the outbreak of tensions between the Galactic Alliance and Corellia in 40 ABY, Leia secretly aided the Corellians because of her love for her husband Han Solo, a Corellian native. As the conflict widened, they found themselves shunned by both the Galactic Alliance and Corellia. But what would eventually be even more heart-wrenching for Leia was the discovery that her son had embraced the dark side.

It was the intelligence that Han and Leia provided to Five World Prime Minister Aidel Saxan that allowed her to successfully evade being abducted by the Jedi. After Corellia was blockaded and Tralus was occupied by GA forces, Leia covertly aided the Corellians in the Battle of Tralus, while Han flew as Wedge Antilles' wingman. The battle ended with the Corellian Defense Force successfully liberating Tralus.

After Han and Leia were told by Dur Gejjen that Thrackan Sal-Solo had placed a bounty on their family, it was clear to them that Corellia no longer wanted their help. After Sal-Solo was killed, Han and Leia discovered the depravity of their son's actions when Jacen traveled to Corellia to deliver Ailyn Vel's body to Boba Fett and Mirta Gev; Jacen had accidentally killed her while using the Force during an interrogation session.

Later, Dur Gejjen requested, through Admiral Antilles, that Han and Leia try to persuade Queen Mother Tenel Ka to withdraw her support of the Galactic Alliance and side with Corellia. Though they distrusted his motives, Han and Leia went to Hapes anyway. Their mistrust of Gejjen was justified when they foiled an assassination attempt on Tenel Ka.

With both Hapes Security and Galactic Alliance forces searching for them, Han and Leia were forced to flee with Nashtah, who unbeknownst to them was the assassin Aurra Sing in disguise. After meeting Jagged Fel on Telkur Station, Fel told Han and Leia that Alema Rar had returned and targeted them for death because of the injuries Leia had inflicted on her. After successfully evading Aurra Sing, Han and Leia inadvertently picked up a stowaway named Lalu Morwan. After questioning Morwan, she revealed that she was responsible for hiring Aurra Sing to assassinate Tenel Ka.

Later, Han and Leia recovered Ben Skywalker, several of his crewmen, their daughter Jaina and Jedi Knight Zekk, who were stranded in their space suits after their ship was destroyed. Ben then sent a transmission to Tenel Ka and her fleet warning her of the assassination attempt. With the Battle of Hapes erupting all around them, Jacen Solo, in the *Anakin Solo*, fired on the *Millennium Falcon*. In the confusion, Ben Skywalker attempted to arrest his aunt and uncle, but was partially restrained by Jaina and Zekk, who suffered a lightsaber wound to the abdomen. After making sure that Jaina, Zekk, Ben and his crewman escaped, Leia and Han escaped into hyperspace.

With the *Millennium Falcon* in need of repair, Han and Leia traveled to a Tendrando Arms space station at Gyndine to ask Lando Calrissian for aid. Lando, Han and Leia then returned to Corellia aboard the *Love Commander*, Lando's personal yacht. After meeting Denjax Teppler in Coronet City, Teppler confirmed their suspicions about Dur Gejjen, but the meeting was interrupted by CorSec (who had followed Teppler to the tapcaf of their meeting). Han, Leia, and Lando successfully evaded the CorSec agents, and after joining forces with Wedge Antilles, Iella Antilles, Myri Antilles, Corran Horn, and Mirax Terrik Horn, they reunited on the *Errant Venture*.

Smuggler Uran Lavint informed Leia that a conference was being held on Gilatter VIII and that Jacen was headed into a trap. In addition to this information, Lavint also told them that Alema Rar was on the *Errant Venture*. During the rush to save Jacen, Alema

appeared and confronted the Solos. This duel ended in a draw, with Alema crashing Lavint's ship, the *Duracrud*, into the *Errant Venture*. Leia and Han arrived at Hapes, in order to comfort Luke and Ben on Mara's death.

Leia was scheduled to deliver the eulogy at Mara's funeral, but she and Han were intercepted by Galactic Alliance Guard soldiers and were forced to leave Coruscant. They then went to Kashyyyk, to try to persuade the Wookiees to not aid the Galactic Alliance. A short while later, Luke and the other Jedi arrived on Kashyyyk after they had abandoned Jacen and the Galactic Alliance. They then departed for Hapes, to try and persuade Tenel Ka to stop supporting Jacen.

Shortly after arriving on Hapes, Leia thought she felt her brother's death in the Force, and was further devastated to learn that it was Jaina who had inadvertently fired on Luke's StealthX fighter as they were making an attack run on the *Anakin Solo*. Upon exiting the *Falcon*, they were then ambushed by Tahiri Veila. Leia managed to get the upper hand and would have killed Tahiri, but was restrained by Han and Tenel Ka. They then successfully convinced Tenel Ka to stop supporting Jacen. Tenel Ka and the Solos, accompanied by the Hapan fleet, then arrived at Kashyyyk, but they were all horrified to see the *Anakin Solo* firing on the forests of Kashyyyk.

Later, the Jedi, the Bothans, the Hapans, and Confederate forces all met to discuss how to defeat Jacen. The Bothans stated that they would be sending assassins after Jacen. Believing that the son they knew was already consumed by the dark side of the Force, Han and Leia did not object to this.

After Jacen abducted his daughter, Leia and Han participated in the operation to rescue her. Later, as they hurtled away from the Battle of Centerpoint Station with Allana in tow, they were astonished to discover that she was their granddaughter. They then returned her to Tenel Ka.

After finding a replacement base for the Jedi and upon returning to Endor, Leia and Jaina were discussing the opportunity of spending more time with Allana when Ben informed them of his belief that it was Jacen who had killed Mara. A few days later, Ben provided the forensic evidence that linked Jacen with Mara's death which included a recording of Jacen admitting to killing Mara and declaring his affiliation with the Sith, as well as his new name, Darth Caedus.

During the Second Battle of Roche, Han and Leia helped insert Jaina into Nickel One. There, she would duel her brother for the first time. Later, during the Battle of Uroo Station, Jaina successfully dueled and killed Darth Caedus aboard the *Anakin Solo*. When Han and Leia came to Jaina's aid, they found her holding Jacen's head in her lap and she asked her parents to forgive her.

After meeting with Queen Mother Tenel Ka, Han and Leia agreed to take Allana under their care as she would be far safer with them than on Hapes. Allana would then continue living with Han and Leia under the pseudonym Amelia Solo, an adopted war orphan.

Leia Organa Solo (As of *Invincible*) **CL 18**

Medium Human Noble 8/Soldier 2/Jedi 7/Jedi Knight 1

Destiny 6; **Force** 6, Strong in the Force

Init +16; **Senses** Perception +22

Languages Basic, Bothan, High Galactic, Mon Calamarian, Shyriiwook, Ubese

Defenses Ref 32 (flat-footed 30), Fort 32, Will 33; Block, Deflect, Force Fortification

hp 122; **Threshold** 32

Speed 6 squares

Melee lightsaber +18 (2d8+13) or

Melee lightsaber +13/+13 (2d8+13) with Double Attack

Melee lightsaber +15/+15 (3d8+13) with Double Attack and Rapid Strike

Ranged sporting blaster pistol +18 (3d4+5) or

Ranged sporting blaster pistol +13/+13 (3d4+5) with Double Attack

Base Atk +16; **Grp** +18

Atk Options Deadeye, Double Attack, Point Blank Shot, Precise Shot, Rapid Strike

Special Actions Bolster Ally, Born Leader, Force Fortification, Inspire Confidence, Rally

Force Powers Known (Use the Force +22): *battle strike*, *Force slam*, *Force thrust*, *rebuke*

Abilities Str 14, Dex 14, Con 14, Int 15, Wis 16, Cha 16

Talents Adept Negotiator, Block, Bolster Ally, Born Leader, Deflect, Force Fortification, Inspire Confidence, Rally, Weapon Specialization (blaster pistols, lightsabers)

Feats Deadeye, Double Attack (blaster pistols, lightsabers), Force Sensitivity, Force Training, Linguist, Point Blank Shot, Precise Shot, Rapid Strike, Skill Focus (Deception, Knowledge [tactics], Perception, Persuasion, Use the Force), Skill Training (Use the Force), Strong in the Force, Weapon Focus (pistols), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Deception +22, Gather Information +17, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Knowledge (tactics) +21, Initiative +16, Perception +22, Persuasion +22, Use the Force +22

Possessions lightsaber (self-built), sporting blaster pistol, datapad, utility belt with medpac, Jedi robes

Leia Organa Solo – D6 Stats

- Stats by dhawk

(As of *Betrayer*)

Type: Former Galactic Alliance diplomat/Jedi Knight

DEXTERITY 3D

Blaster 9D, blaster artillery 4D+2, brawling parry 6D, dodge 9D, grenade 4D+1, lightsaber 10D, melee combat 7D+1, melee parry 7D, running 6D, vehicle blasters 4D+1

KNOWLEDGE 4D

Alien species 8D, bureaucracy 9D, bureaucracy: Galactic Alliance government 11D, bureaucracy: Galactic Alliance Senate 12D, languages 8D, law enforcement 8D, planetary systems 9D+2, streetwise 7D+2, survival 8D, tactics 7D, value 7D, willpower 8D

MECHANICAL 2D+2

Astrogation 5D+2, beast riding 4D+1, communications 5D+1, hover vehicle operations 4D, repulsorlift operations 5D+1, space transports 6D, space transports: YT-1300 transports 8D+2, starfighter piloting 6D, starship gunnery 8D, starship shields 6D

PERCEPTION 3D+1

Bargain 9D+2, command 12D, con 8D+2, gambling 5D, hide 7D+2, persuasion 10D, persuasion: debate 12D+2, persuasion: oration 11D, search 6D+1, sneak 8D

STRENGTH 3D

Brawling 5D, climbing/jumping 5D+2, stamina 8D+2, swimming 5D+1

TECHNICAL 2D

Computer programming/repair 5D, droid programming 5D, first aid 7D+2, lightsaber repair 6D, security 6D+1, space transports repair 5D+1

Special Abilities:

Force Skills: *Control* 9D, *sense* 8D, *alter* 6D+2

These Force powers are only some that Leia Organa Solo has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, burst of speed¹, concentration, control pain, emptiness, enhance attribute, detoxify poison, force of will, hibernation trance, reduce injury, remain conscious, remove fatigue, resist stun*

Sense: *Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path, sense surroundings, shift sense*

Alter: *Empower Force¹, enlarge Force¹, Force push¹, injure/kill, kinetic combat¹, telekinesis*

Control and Sense: *Battle meld¹, farseeing, life bond, lightsaber combat, enlighten¹, perfect telepathy¹, projective telepathy*

Control and Alter: *Accelerate another's healing, control another's*

pain, detoxify another's poison, link, remove another's fatigue, return another to consciousness, transfer Force
Sense and Alter: Dim other's senses, lesser Force shield, obscure¹

Control, Sense, and Alter: Affect mind, battle meditation, Force harmony, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 8

Character Points: 32

Move: 10

Equipment: Comlink, datapad, Jedi robes, lightsaber (5D)

(As of Sacrifice)

Blaster 9D+1, con 9D, dodge 9D+1, hide 8D, lightsaber 10D+1, running 6D+1, search 6D+2, space transports: YT-1300 transports 9D, starship gunnery 8D+1

Special Abilities:

Force Skills: *Alter 7D*

This character is Force-sensitive.

Force Points: 9

Character Points: 9

Equipment: Comlink, datapad, Jedi robes, lightsaber (5D)

(As of Invincible)

Con 9D+1, dodge 9D+2, hide 8D+1 lightsaber 10D+2, melee combat 7D+2, melee parry 7D+1, persuasion 10D+1, space transports: YT-1300 transports 9D+1, starship gunnery 8D+2

Special Abilities:

Force Skills: *Sense 8D+1*

This character is Force-sensitive.

Force Points: 10

Character Points: 7

Equipment: Comlink, datapad, Jedi robes, lightsaber (5D)

Streen



Star Wars Insider #57

After the war with the Yuuzhan Vong, Master Streen and Master Kirana Ti withdrew to Dathomir to establish a Jedi Praxeum there. Later, Master Streen was present at the funeral for Mara Jade Skywalker.

Streen (As of *Inferno*)

CL 14

Medium Human Scout 2/Jedi 7/Jedi Knight 2/Jedi Master 3

Force 14

Init +14; Senses Use the Force +15

Languages Basic, Ugnaught, Khomm

Defenses Ref 29 (27 flat-footed), Fort 28, Will 30; Block

hp 128; Threshold 28

Immune fear effects

Speed 6 squares

Melee lightsaber +8 (2d8+7)

Ranged by weapon +15

Base Atk +13; Grp +15

Atk Options Rapid Strike

Special Actions Block, serenity

Force Powers Known (Use the Force +15): *enlighten, farseeing, Force light (2), Force shield, Force stun, Force thrust, move object, obscure*

Force Techniques Improved Obscure

Force Secrets Distant Power, Quicken Power

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 17, Cha 16

Special Qualities Bonus Trained Skill, Bonus Feat, Fearless, Serenity

Talents Cleanse Mind, Entreat Aid, Block, Force Harmony, Surge of Light, Feel the Force, Force Perception, Barter

Feats Force Boon, Force Readiness, Force Sensitivity, Force Training (3), Rapid Strike, Rapport, Resurgence, Scavenger, Weapon Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple)

Skills Endurance +13, Initiative +14, Mechanics +14, Perception (Use the Force) +15, Pilot +14, Stealth +14, Survival +15, Use the Force +15

Possessions Jedi robes, lightsaber (self-built)

Streen – D6 Stats

(As of *Inferno*)

Type: Human Jedi Master

DEXTERITY 2D

Blaster 6D+1, brawling parry 5D+2, dodge 7D+2, lightsaber 10D+2, melee combat 6D+2, melee parry 7D

KNOWLEDGE 3D

Bureaucracy 7D+1, bureaucracy: Cloud City 5D, business 5D+1, business: tibanna gas industry 4D+2, languages 5D, languages: Khomm 6D, languages: Ugnaught 6D+2, planetary systems 7D+1, streetwise 6D+2, survival 8D+1, survival: Yavin Four 6D+1, value 5D+1, value: tibanna gas 4D+2

MECHANICAL 4D

Airship piloting 6D, hover vehicle operation 5D+1, repulsorlift operation 7D+1, sensors 6D+2, space transports 6D+1, swoop operation 5D+1

PERCEPTION 2D

Bargain 3D, con 3D+1, hide 3D+2, persuasion 4D, search 5D, search: tibanna gas eruptions 5D, sneak 8D

STRENGTH 3D+1

Climbing/jumping 5D, lifting 3D+2, stamina 4D+2

TECHNICAL 3D+2

Airship repair 5D+1, computer programming/repair 4D, droid repair 4D, first aid 4D+2, lightsaber repair 4D, machinery repair: tibanna gas processor 5D+1, repulsorlift repair 5D, security 4D+1

Special Abilities:

Force Skills: Control 11D+1, sense 10D+2, alter 12D

These Force powers are only some that Streen has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, conscious, hibernation trance, remove fatigue

Sense: Danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, shift sense, weather sense

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Control another's pain

Sense and Alter: Force wind

Control, Sense, and Alter: Lesser Force shield

This character is Force-sensitive.

Force Points: 9

Darkside Points: 0

Character Points: 24

Move: 10

Equipment: Lightsaber (5D), holdout blaster, toolkit, Jedi robes, datapad

Kirana Ti



Star Wars Insider #57

After the Yuuzhan Vong War, Master Kirana Ti helped establish a Jedi Praxeum with Master Streen on her homeworld of Dathomir. During the Second Galactic Civil War, Kirana assisted in the rescue of Chume'da Allana Djo from Darth Caedus. Afterwards, she returned to Dathomir.

Kirana Ti (As of *Fury*)

CL 15

Medium Human Jedi 9/Jedi Knight 2/Jedi Master 4

Force 15

Init +10; **Senses** Perception +15

Languages Basic, Snivvian

Defenses Ref 21 (flat-footed 18), Fort 32, Will 31; Dodge

hp 60, Never Surrender; **Threshold** 32

Immune fear effects

Speed 6 squares

Melee lightsaber +19 (2d8+10) or

Melee lightsaber +19 (2d8+13) with both hands or

Melee lightsaber +19 (3d8+13) with Mighty Swing or

Melee lightsaber +17 (3d8+13) with Rapid Strike or

Melee lightsaber +16/+16 (2d8+13) with Double Attack or

Melee lightsaber +14/+14 (3d8+13) with Double Attack and Rapid Strike

Ranged by weapon +18

Base Atk +15; **Grp** +18

Atk Options Double Attack (lightsabers), Exposing Strike, Rapid Strike

Special Actions Combat Reflexes, Feel the Force, Focused Attack, Force Fortification, serenity

Force Powers Known (Use the Force +14): *battle strike* (2), *farseeing*, *Force slam*, *Force thrust* (2), *mind trick* (2), *rebuke* (2), *repulse* (2)

Force Techniques Force Point Recovery

Force Secrets Linked Power, Mentor, Quicken Power

Abilities Str 16, Dex 16, Con 14, Int 12, Wis 17, Cha 15

Special Qualities build lightsaber

Talents Exposing Strike, Feel the Force, Focused Attack, Force Fortification, Forceful Warrior, Multiattack Proficiency (lightsabers)

Feats Armor Proficiency (light), Combat Reflexes, Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Never Surrender, Overwhelming Attack, Rapid Strike, Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +14, Perception +15, Pilot +15, Use the Force +14

Possessions light battle armor (+5 armor, +2 equipment), lightsaber (self-built)

Kirana Ti

(As of *Fury*)

Type: Human Jedi Master

DEXTERITY 3D+2

Blaster 7D, dodge 9D+1, lightsaber 10D, melee combat 7D, melee parry 6D+1, running 7D+2, thrown weapons 5D

KNOWLEDGE 2D+1

Alien species 6D+2, cultures 5D+2, survival 6D+1, survival: Dathomir 7D+2, value 4D, willpower 7D

MECHANICAL 2D+2

Beast riding 5D, beast riding: rancor 6D, repulsorlift operation 4D, sensors 4D+1, space transports 4D+1, starfighter piloting 7D

PERCEPTION 4D

Command 5D, command: Singing Mountain Clan troops 6D+1, persuasion 7D, search 6D, sneak 6D+2

STRENGTH 3D+1

Brawling 6D, climb/jumping 5D+1, stamina 6D+1

TECHNICAL 2D

Armor repair 7D, blaster repair 4D+1, computer programming/repair 5D, droid programming 4D+2, first aid 6D, lightsaber repair 7D

Special Abilities:

Force Skills: *Control* 10D, *sense* 11D+1, *alter* 9D+2

These Force powers are only some that Kirana Ti has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious, remove fatigue, resist stun

Sense: Beast languages, combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path, shift senses, weather sense

Alter: Force flight¹, Force push¹, telekinesis

Control and Sense: Lightsaber combat, projective telepathy

Control, Sense, and Alter: Affect mind, control pain, enhanced coordination

Sense and Alter: Dim other's senses, lesser Force shield

Dathomir Spells: Control pain 5D+1, force of will 5D, life detection 5D, telekinesis 5D, spell of discovery 6D, translation 5D+1

¹Described in Chapter 1: Heroic Traits

Force Points: 18

Character Points: 30

Move: 10

Equipment: Helm and battle armor (+1D physical, +1 energy), exotic robes, lightsaber (5D), Jedi robes, wuffa boots

Sanola Ti

Niece to Master Kirana Ti, Sanola Ti was a Jedi Knight by the time of the Second Galactic Civil War. Sanola was both Grand Master Skywalker and Wedge Antilles' wingman during the Battle of Centerpoint Station. However, because her StealthX had sustained severe battle damage, she was ordered to break off and disengage.

Sanola Ti (As of *Fury*)

CL 12

Medium Human Jedi 9/Jedi Knight 3

Destiny 6; Force 6

Init +13; **Senses** Improved Sense Surroundings; Perception +12

Languages Basic, Bith, Kel Dor

Defenses Ref 26 (flat-footed 24), Fort 27, Will 25; Block, Deflect, Dodge, Vehicular Combat

hp 66; **Threshold** 27

Speed 6 squares

Melee unarmed +14 (1d4+8) or

Melee unarmed +12 (2d4+8) with Rapid Strike or

Melee lightsaber +15 (2d8+8) or

Melee lightsaber +15 (2d8+10) with both hands or

Melee lightsaber +13 (3d8+10) with Rapid Strike or
Melee lightsaber +10/+10 (2d8+10) with Double Attack or
Melee lightsaber +8/+8 (3d8+10) with Double Attack and Rapid Strike
Ranged by weapon +14
Base Atk +12; **Grp** +14
Atk Options Double Attack (lightsabers), Power Attack, Rapid Strike
Special Actions Acrobatic Recovery, Damage Reduction 10, Djem So, Quick Draw, Riposte
Force Powers Known (Use the Force +17): *battle strike, Force slam, Force thrust, repulse*
Force Techniques Improved Sense Surroundings

Abilities Str 15, Dex 14, Con 17, Int 14, Wis 13, Cha 13
Talents Acrobatic Recovery, Block, Damage Reduction 10, Deflect, Djem So, Improved Riposte, Riposte
Feats Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Quick Draw, Rapid Strike, Skill Focus (Use the Force), Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, simple)
Skills Acrobatics +13, Endurance +14, Initiative +13, Perception +12, Pilot +13, Use the Force +17
Possessions Jedi robes, lightsaber (self-built), Stealth-X starfighter

Sanola Ti – D6 Stats

- Stats by dhawk

(As of *Fury*)

Type: Dathomir Witch/Jedi Knight

DEXTERITY 3D+2

Blaster 4D, brawling parry 4D, dodge 4D+2, lightsaber 6D, melee combat 5D+2, melee parry 5D+1, running 4D+1, thrown weapons 4D+1

KNOWLEDGE 2D+1

Alien species 3D, cultures 3D, languages 3D+2, streetwise 4D, survival 4D, survival: Dathomir 5D, value 3D, willpower 4D

MECHANICAL 3D

Astrogation 3D+1, beast riding 3D+1, beast riding: rancors 5D, repulsorlift operations 3D+2, starfighter piloting 6D, starship gunnery 5D+2, starship shields 3D+2

PERCEPTION 4D

Command 4D+1, command: Singing Mountain Clan 4D+2, hide 4D+2, persuasion 5D, search 4D+2, sneak 4D+2

STRENGTH 3D

Brawling 4D, climbing/jumping 4D, stamina 4D

TECHNICAL 2D+1

Armor repair 3D, first aid 3D+1, lightsaber repair 3D+1, primitive construction 3D, security 3D

Special Abilities:

Force Skills: *Control* 3D+2, *sense* 3D+1, *alter* 3D

These Force powers are only some that Sanola Ti has thus far demonstrated:

Control: *Accelerate healing, burst of speed¹, concentration, control pain, emptiness, hibernation trance, resist stun, remain conscious*

Sense: *Combat sense, danger sense, life detection, life sense, magnify senses, merge senses, receptive telepathy, sense Force*

Alter: *Force push¹, kinetic combat¹, telekinesis*

Control and Alter: *Accelerate another's healing, control another's pain*

Control and Sense: *Lightsaber combat*

Control, Sense, and Alter: *Affect mind, battle meditation*

Dathomir Magic: *Battle meditation 3D+2, concentration 4D, life detection 3D, spell of awareness 3D, spell of comfort 3D, spell of discovery 4D*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 3

Character Points: 7

Move: 10

Equipment: Exotic robes, Jedi robes, lightsaber (5D), StealthX starfighter

Izal Waz

Originally, Izal Waz was an apprentice to Master Kenth Hamner prior to the war with the Yuuzhan Vong. However, Waz became a salt addict and fled the Jedi Praxeum. Later, he was trained by Eelysa and was part of the Wild Knights Squadron with Saba Sebatyne.

During the Swarm War, Waz volunteered to rescue Master Skywalker and Han Solo from the clutches of the Killiks. Izal Waz believed that the Jedi had a duty to choose peace over convenience, even if it meant going against the Galactic Alliance's interests.

Izal Waz (As of *Betrayal*)

CL 8

Medium Arcona Jedi 7/Jedi Knight 1

Force 8

Init Use the Force +11; **Senses** Perception +10

Languages Arconese, Barabel, Basic, Arkanian

Defenses Ref 23 (20 flat-footed), Fort 21, Will* 21; Block hp 71; **Threshold** 21

Speed 6 squares; Burst of Speed

Melee lightsaber +10 (2d8+5)

Ranged by weapon +11

Base Atk +8; **Grp** +11

Special Actions Block

Force Powers Known (Use the Force +11): *Force light, Force thrust, move object, surge*

Abilities Str 13, Dex 17, Con 8*, Int 16, Wis 12, Cha 14

Special Qualities Scent, Build Lightsaber

Talents Mobile Combatant, Block, Force Pilot

Feats Burst of Speed, Force Readiness, Force Sensitivity, Force Training (2), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers), Weapon Proficiency (simple)

Skills Endurance +8, Initiative (Use the Force) +11, Knowledge (Tactics) +12, Perception +10, Pilot +12, Use the Force +11

Possessions Jedi robes, lightsaber (self-built)

*Izal's Constitution and Will suffer penalties due to his salt addiction.

Izal Waz – D6 Stats

(As of *Betrayal*)

Type: Arconan Jedi Knight

DEXTERITY 3D+2

Blaster pistols 5D, lightsaber 7D

KNOWLEDGE 3D+1

Languages 4D+2, starfighter tactics 6D

MECHANICAL 3D+2

Astrogation 6D, space transports 5D+1, starfighter piloting 7D+2

PERCEPTION 3D

Hide 4D+2, search 5D+1

STRENGTH 2D+1

Climbing/jumping 4D

TECHNICAL 3D+2

Computer programming/repair 6D, lightsaber repair 7D

Special Skills:

Strength Skills:

Digging: Time to use: One round or longer. Allows the Arcona to use their talons to dig through soil or other similar substances.

Special Abilities:

Senses: Arcona have weak long distance vision (add +10 to the difficulty level of all tasks involving vision at distances greater than 15 meters), but excellent close range senses (add +1D to all *Perception* skills involving heat, smell or movement when within 15 meters).

Thick Hide: Arcona have tough, armored hides that add +1D *Strength* when resisting physical damage. (This bonus does not apply to damage caused by energy or laser weapons.)

Talons: Arcona have sharp talons which add +1D to *climbing, Strength* (when determining damage in combat during brawling

attacks), or *digging*.

Salt Weakness: Arcona are easily addicted to salt. If an Arcona consumes salt, he or she must make a Very Difficult *willpower* roll not to become addicted. Salt addicts require 25 grams of salt per day, or they will suffer -1D to all actions.

Force Skills: *Control* 6D+2, *sense* 6D, *alter* 5D+2

These Force powers are only some that Izal Waz has thus far demonstrated:

Control: *Absorb/dissipate energy, burst of speed¹, concentration, enhance attribute*

Sense: *Combat sense*

Alter: *Force push¹, light¹, telekinesis*

Control and Sense: *Lightsaber combat*

Control and Alter: *Glowball¹*

Sense and Alter: *Dim other's senses*

Control, Sense, and Alter: *Enhanced coordination*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 5

Character Points: 11

Move: 8/10

Size: 1.7-2 meters tall

Equipment: Lightsaber (5D), Jedi robes

Tiu Zax

Knighthood shortly before the Second Galactic Civil War, Tiu Zax participated in Operation Roundabout as a member of Team Tauntaun, which was tasked with the kidnapping Chief of State Thrackan Sal-Solo. However, Team Tauntaun was led into a trap and failed to capture Sal-Solo. While the other team members had to flee, Tiu managed to remain hidden in Sal-Solo's estate and did recon work. She was later retrieved by Mara Jade Skywalker and the two of them did more recon work together.

Tiu Zax (As of *Betrayal*)

CL 8

Medium Omwati Jedi 7/Jedi Knight 1

Force 8

Init +12; **Senses** Perception +14

Languages Omwatiese, Basic, Kel Dor, Binary, Duresse

Defenses Ref 23 (20 flat-footed), Fort 21, Will 25; Block, 0 hp 77; **Threshold** 21

Speed 6 squares

Melee lightsaber +8 (2d8+4)

Melee lightsaber +3/+3 (2d8+4) with Double Attack

Ranged by weapon +11

Base Atk +8; **Grp** +11

Atk Options Double Attack (lightsabers), Improved Rapid Strike, Rapid Strike, Unstoppable Force

Force Powers Known (Use the Force +12): *battle strike (2), Force shield, Force thrust (2), move object*

Abilities Str 10, Dex 16, Con 12, Int 18, Wis 20, Cha 16

Special Qualities Gearhead, Build Lightsaber

Talents Close Maneuvering, Reap Retribution, Block, Force Flow, Improved Redirect

Feats Double Attack (lightsabers), Force Sensitivity, Force Training, Gearhead, Improved Rapid Strike, Rapid Strike, Unstoppable Force, Weapon Proficiency (lightsabers), Weapon Proficiency (simple), Instinctive Attack

Skills Acrobatics +12, Initiative +12, Mechanics +13, Perception +14, Pilot +12, Use the Force +12

Possessions lightsaber (self-built), Jedi robes

Omwati

Discovered on the Outer Rim world of Omwat by Grand Moff Tarkin in 25 BBY, the Omwati were a philosophically advanced race. Tarkin wished to exploit the Omwati both for the development of the Death Star as well as for creating his own personal think tank. He forced the Omwati to surrender hundreds of Omwati children or else suffer planetary bombardment of their cities. These children were never heard from again. Many Omwati encountered throughout the galaxy are attempting to find their lost children.

Omwati

Ability Modifiers: -2 Strength, +2 Intelligence, +2 Wisdom.

Medium-size: No change.

Speed: Omwati base speed is 6 squares.

Gearhead: Omwati receive the Gearhead feat for free.

Automatic Languages: Omwatese

Source: *Ultimate Alien Anthology* (page 116).

Tiu Zax – D6 Stats

- Stats by dhawk

(As of *Betrayer*)

Type: Omwati Jedi Knight

DEXTERITY 3D

Brawling parry 3D+1, dodge 4D+2, lightsaber 5D+1, melee combat 4D+2, melee parry 5D

KNOWLEDGE 3D

Alien species 4D, cultures 5D+2, bureaucracy 4D+2, languages 5D+1, planetary systems 5D+2, survival 4D+1, willpower 4D

MECHANICAL 3D

Astrogation 5D+1, communications 4D+1, repulsorlift operations

3D+2, starfighter piloting 6D, starship gunnery 5D+1, starship shields 4D

PERCEPTION 3D

Bargain 3D+1, con 5D+2, hide 4D+2, investigation 5D+2, persuasion 3D+2, search 5D+2, sneak 5D+2

STRENGTH 2D

Stamina 4D

TECHNICAL 4D

Computer programming/repair 7D, droid repair 6D, droid programming 5D+2, first aid 4D+2, lightsaber repair 5D+1, starfighter repair 6D+2, starship weapons repair 5D+2, security 7D

Special Abilities:

Enhanced Learning Capabilities: Thanks to their advanced minds, Omwati children, if properly trained, can absorb and process a great deal of information at a young age. Omwati who were so trained may have a *Technical* attribute as high as 5D.

Force Skills: *Control 3D+1, sense 3D+2, alter 2D*

These Force powers are only some that Tiu Zax has thus far demonstrated:

Control: *Accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, remain conscious, resist stun*

Sense: *Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force*

Alter: *Telekinesis*

Control and Sense: *Lightsaber combat, projective telepathy*

Sense and Alter: *Dim other's senses*

Control, Sense, and Alter: *Affect mind*

This character is Force-sensitive.

Force Points: 2

Character Points: 8

Move: 10

Equipment: Jedi robes, lightsaber (5D), comlink, recon gear

Zekk



New Essential Chronology, John Van Fleet

Four years after the Swarm War, Zekk and Jaina Solo were no longer Joiners but still shared some latent telepathy. Jaina's family thought they were romantically involved. During the Second Galactic Civil War, he and Jaina participated in the Battle of Tralus. Soon after, he participated in the Blockade of Corellia under the joint leadership of Jaina and her brother, Colonel Jacen Solo of the Galactic Alliance Guard. Jaina was eventually court-martialed for her refusal to fire on an unarmed freighter attempting to run the blockade.

Following a failed assassination attempt on Queen Mother Tenel Ka, Zekk assisted Jaina in trying to verify her parents' innocence. Zekk was later accidentally wounded by Ben Skywalker when Ben attempted to arrest Han and Leia Solo during the Battle of Hapes.

After recovering from his wounds, Zekk would join forces with Jaina and Jagged Fel in order to hunt down the Dark Jedi Alema Rar. During Jaina's insertion onto the *Anakin Solo* at the Battle of Uroro Station, Zekk mysteriously vanished from the Force, but Jaina swore that she did not feel him die. Whether Zekk is alive or not is as yet unknown.

Zekk (As of *Invincible*)

CL 12

Medium Human Jedi 7/Scout 2/Jedi Knight 3

Force 12

Init +8; **Senses** Perception +12

Languages Basic, Durese

Defenses Ref 26 (flat-footed 24), Fort 25, Will 25; Block, Deflect, Lightsaber Defense, Niman, Vehicular Combat

hp 42; **Threshold** 25

Speed 6 squares

Melee unarmed +13 (1d4+7) or

Melee unarmed +11 (2d4+7) with Rapid Strike or

Melee lightsaber +14 (2d8+7) or

Melee lightsaber +14 (2d8+8) with both hands or

Melee lightsaber +12 (3d8+8) with Rapid Strike or

Melee lightsaber +11/+11 (2d8+8) with Double Attack or

Melee lightsaber +9/+9 (3d8+8) with Double Attack and Rapid Strike

Ranged by weapon +13

Base Atk +11; **Grp** +13

Atk Options Double Attack (lightsabers), Point Blank Shot, Rapid Strike

Special Actions Combat Reflexes, Force Focus, Lightsaber Defense

Force Powers Known (Use the Force +17): *battle strike*, *Force slam*, *move object*, *rebuke*

Force Techniques Force Point Recovery

Abilities Str 12, Dex 14, Con 13, Int 12, Wis 12, Cha 12

Talents Acute Senses, Block, Deflect, Force Focus, Lightsaber Defense, Multiattack Proficiency (lightsabers), Niman

Feats Armor Proficiency (light), Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Point Blank Shot, Rapid Strike, Skill Focus, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, rifles, simple)

Skills Perception +12 (may reroll but must keep the result of the reroll even if worse), Pilot +13, Survival +12, Use the Force +17

Possessions Jedi robes, lightsaber (self-built), StealthX starfighter, R9 astromech droid, vacuum suit

Zekk – D6 Stats

- Stats by dhawk

(As of *Betrayal*)

Type: Jedi Knight

DEXTERITY 3D+1

Blaster 6D, brawling parry 4D+2, dodge 5D, lightsaber 8D+1, melee combat 6D+1, melee parry 5D+2, running 4D+2

KNOWLEDGE 2D+1

Alien species 4D, bureaucracy 3D, intimidation 5D+1, languages 4D, planetary systems 4D, survival 4D+1, survival: Coruscant 5D+1, tactics 4D, tactics: starfighters 5D+1, value 4D, willpower 5D

MECHANICAL 3D

Astrogation 4D+2, beast riding 3D+2, communications 4D+1, repulsoflight operations 3D+1, sensors 5D+2, space transports 5D, starfighter piloting 7D, starship gunnery 6D+2, starship shields 4D+2

PERCEPTION 3D+2

Bargain 4D+2, command 6D, con 4D, hide 4D, investigation 5D+2, persuasion 4D, search 6D, search: tracking 6D+2, sneak 4D+1

STRENGTH 3D+1

Brawling 5D, climbing/jumping 4D+2, stamina 5D+2, swimming 3D+2

TECHNICAL 2D+1

Blaster repair 3D, first aid 3D+2, lightsaber repair 4D+2, security 5D, space transports repair 4D, starfighter repair 3D+2

Special Abilities:

Force Skills: *Control 6D, sense 6D+2, alter 5D+1*

These Force powers are only some that Zekk has thus far demonstrated:

Control: *Accelerate healing, burst of speed¹, concentration, control pain, contort/escape, emptiness, enhance attribute, force of will, hibernation trance, rage, reduce injury, remain conscious, remove fatigue, resist stun*

Sense: *Combat sense, danger sense, direction sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, sense path, sense surroundings, shift sense*

Alter: *Injure/kill, kinetic combat¹, shadow bomb¹, telekinesis*
Control and Sense: *Battle meld¹, life bond, lightsaber combat, projective telepathy*

Control and Alter: *Accelerate another's healing, control another's pain, inflict pain, place another in hibernation trance, remove another's fatigue, return another to consciousness*

Sense and Alter: *Dim other's senses*

Control, Sense and Alter: *Affect mind, projected fighting, telekinetic kill*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 6

Dark Side Points: 1

Character Points: 18

Move: 10

Equipment: Jedi robes, lightsaber (5D), R9 astromech droid, StealthX starfighter, vacuum suit

(As of *Inferno*)

Brawling parry 5D, dodge 5D+1, lightsaber 8D+2, tactics: starfighters 5D+2, starfighter piloting 7D+1, starship gunnery 7D, search: tracking 7D, space transports repair 4D+1

Force Points: 5

Dark Side Points: 1

Character Points: 5

Equipment: Jedi robes, lightsaber (5D), R9 astromech droid, StealthX starfighter, vacuum suit

(As of *Invincible*)

Lightsaber 9D, melee combat 6D+2, melee parry 6D, hide 4D+1, sneak 4D+2, starfighter piloting 7D+2, search: tracking 7D+1

Special Abilities:

Force Skills: *Control 6D+1*

This character is Force-sensitive.

Force Points: 6

Dark Side Points: 3

Character Points: 4

Equipment: Jedi robes, lightsaber (5D), R9 astromech droid, StealthX starfighter, vacuum suit

The Jedi High Council

The Jedi High Council is comprised entirely of Jedi Masters. This council monitors and recommends what courses of actions the Order will take. They assign Jedi Knights to their missions, appoint Jedi Watchmen to their respective sectors, and match prospective Padawans with their masters.

In the years preceding the Swarm War, the Jedi High Council was comprised of six Jedi Masters and six high-ranking members of the Galactic Alliance government, usually with Master Skywalker as the co-leader of the Jedi alongside the Galactic Alliance's Chief of State. After the Swarm War, Master Luke Skywalker reorganized the High Council to include only Jedi Masters with himself as Grand Master.

Cilghal



Jedi vs Sith: The Essential Guide to the Force,
Chris Trevas

- Stats by DarkJedi82

During the Second Galactic Civil War, Cilghal did not approve of Jacen Solo's actions against civilians. When the Jedi began to

suffer increasing casualties, she voiced her concern that there weren't enough Jedi Masters to go around. As a result of this observation, Master Skywalker requested the High Council prepare a list of Jedi Knights who were ready to be promoted to the rank of Jedi Master.

After Mara Jade Skywalker was murdered, Cilghal performed the autopsy and would later attend Mara's funeral. When it was determined that Ben Skywalker was responsible for the assassination of Cal Omas, it was Cilghal who informed the Council. Because of this news, the Jedi departed the Battle of Kuat and reconvened on the Forest Moon of Endor. Cilghal would later heal Master Katarn after his confrontation with Jacen Solo on Coruscant.

Cilghal (As of *Invincible*)

CL 15

Medium Mon Calamari Noble 2/Jedi 6/Jedi Knight 4/Jedi Master 3

Destiny 4; Force 9, Force Boon; Dark Side 1

Init +8; Senses perception +20, low light vision

Languages Basic, Mon Calamari, Quarren, Ithorese, Bothese, Sullustese, Cerean

Defense Ref 29 (flat-footed 28), Fort 28, Will 31; Deflect, Lightsaber Defense

Hp 86; Threshold 29

Immune fear effects

Speed 6 squares

Melee lightsaber +13 (2d8+5)

Ranged by weapon +16

Base Atk +14; Grp +15

Special Actions Redirect shot, serenity

Force Power Known (Use the Force +18): *Force disarm, Force stun, mind trick (2), move object, vital transfer (3)*

Force Techniques Force Power Mastery (*vital transfer*), Improved Force Trance

Force Secrets Multitarget Power, Quicken Power

Abilities Str 8, Dex 12, Con 11, Int 14, Wis 16, Cha 13

Special Qualities breathe underwater, expert swimmer (can take 10 on swim)

Talents Adept Negotiator, Deflect, Educated, Equilibrium, Force Focus, Lightsaber Defense, Master Negotiator, Redirect Shot.

Feats Cybernetic Surgery, Force Boon, Force Training (2), Linguistic, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Treat Injury), Skill Focus (Use the Force), Skill Training (Use Computer), Surgical Expertise, WP (lightsabers, pistols, simple weapons)

Skills Deception +18, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (life science) +13, Perception +20, Treat Injury +20, Use Computer +14, Use the Force +18

Possession lightsaber (self-built), Jedi robes, datapad, comlink

Cilghal – D6 Stats

- Stats by dhawk

(As of *Invincible*)

Type: Mon Calamari Jedi Master

DEXTERITY 3D+1

Blaster 4D+2, dodge 6D+2, lightsaber 7D+1

KNOWLEDGE 4D

Alien species 7D, alien species: Killiks 7D+1, alien species: Yuuzhan Vong 7D+1, bureaucracy 8D, bureaucracy: Dac 9D+1, bureaucracy: Galactic Alliance 9D, business 5D, cultures 7D+1, interrogation 5D, languages 6D+1, languages: Dac Knowledge Bank 7D, planetary systems 6D, scholar 6D, scholar: biology 9D+2, scholar: Jedi lore 7D, survival 5D+2, survival: Yavin Four 6D, willpower 6D

MECHANICAL 2D

Astrogation 3D, beast riding 4D, repulsorlift operation 4D+2, space transports 4D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D+2

PERCEPTION 3D

Bargain 7D+2, Command 7D+2, hide 4D+1, persuasion 8D, persuasion: oration 8D+2, search 6D+2

STRENGTH 3D

Brawling 3D+2, stamina 5D, swimming 7D

TECHNICAL 2D+2

Computer programming/repair 6D, droid programming 4D, first aid 9D+2, lightsaber repair 5D, medicine (A) 10D, security 5D+1

Special Abilities:

Moist Environments: When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception*, and *Strength* attribute and skill checks.

Dry Environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception*, and *Strength* attribute and skill checks.

Extended Danger Sense: Cilghal has a unique Force talent which allows her to peer a few seconds into the future and determine which members of a specific group of lifeforms locked in combat will be alive or dead at that time. The group may be a swarm of insects, a school of fish, or a group of starfighters locked in combat. The power is of limited utility, since the vision comes mere seconds before the actual event, giving Cilghal little time to affect the outcome of the situation.

Force Skills: *Control 7D+1, sense 6D, alter 7D+2*

These Force powers are only some that Cilghal has thus far demonstrated:

Control: *Absorb/dissipate energy, art of the small^l, accelerate*

healing, burst of speed¹, concentration, control disease, control pain, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious, remove fatigue, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, sense path, sense surroundings

Alter: Extend Force¹, inspire¹, telekinesis

Control and Alter: Accelerate another's healing, art of the small (control and alter)¹, control another's disease, control another's pain, detoxify another's poison, place another in hibernation trance, remove another's fatigue, return another to consciousness, transfer Force

Control and Sense: Lightsaber combat, projective telepathy

Sense and Alter: Dim other's senses, lesser Force shield

Control, Sense, and Alter: Affect mind, battle meditation, Force harmony

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 7

Dark Side Points: 0

Character Points: 15

Move: 10

Equipment: Jedi robes, datapad, lightsaber (5D), medical kit

Kyp Durrón



Star Wars Insider #57

Though he is not the young hotshot he used to be, Kyp Durrón has justifiably earned a reputation as a devil's advocate since the end of the Yuuzhan Vong War. While outsiders would see this as sometimes unnecessarily obtrusive, in actuality it is Kyp's way of ensuring all options are explored before a decision is made. Early in the Second Galactic Civil War, Kyp suggested Jacen Solo be promoted to Jedi Master as a way of maintaining control over

Jacen. After the Battle of Hapes and the attempt on Queen Tenel Ka's life, Kyp wanted to investigate the incident where Ben Skywalker hurt Zekk but was talked out of it by Luke Skywalker and Mara Jade Skywalker.

Later, Kyp told Luke and Mara that Cal Omas and Cha Niathal had requested Jacen Solo be promoted to Jedi Master. While he had favored this idea himself, Kyp voted against Cal Omas when the Council met the Chief of State. Kyp justified this by saying it was not the place of politicians to be dictating Jedi policy.

When Mara Jade Skywalker went to go hunt Lumiya, Kyp offered his help but was turned down. Eventually, Kyp would take on other roles in the war. He helped scientist Toval Seyah sabotage Centerpoint Station, and later fought in the Battle of Uroo Station against Darth Caedus.

Kyp Durrón has become less impetuous than he was in his younger days. While he still is a firebrand with very strong feelings about certain things, he is willing to hear the opinion of others. This more mature attitude means Kyp is no longer on the leading edge of events, but even so, he will not hesitate to stand up for what he believes in.

Kyp Durrón (As of *Invincible*)

CL 18

Medium Jedi 9/Scout 2/Ace Pilot 3/Jedi Knight 2/Jedi Master 2

Destiny 9; Force 7, Strong in the Force; Dark Side 6

Init +16; Senses Perception +16

Languages Basic, Ryl, Shyriiwook

Defenses Ref 34 (flat-footed 32), Fort 33, Will 33; Block, Deflect, Lightsaber Defense

hp 156; Threshold 33

Immune fear effects

Speed 6 squares

Melee lightsaber +21 (2d8+14) or

Melee lightsaber +18/+18 (2d8+14) with Double Attack or

Melee lightsaber +19 (3d8+14) with Rapid Strike or

Melee lightsaber +20/+20 (3d8+14) with Double Attack and Rapid Strike or

Melee lightsaber +13/+13/+13 (2d8+14) with Triple Attack or

Melee lightsaber +13/+13/+13 (3d8+14) with Triple Attack and Rapid Strike

Ranged by weapon +18

Base Atk +16; Grp +19

Attack Options Double Attack, Rapid Strike, Triple Attack

Special Actions Surefooted, Vehicle Dodge +1, Vehicular Focus (starfighters), serenity

Force Powers Known (Use the Force +21): *battle strike* (3), *mind trick*, *move object* (2), *rebuken* (2), and *vital transfer*

Force Techniques Force Point Recovery

Force Secrets Devastating Power

Starship Maneuvers Known (Pilot +16): attack formation zeta nine, Tallon roll, target sense

Abilities Str 16, Dex 14, Con 15, Int 12, Wis 15, Cha 14

SQ Vehicle Dodge +1

Talents Block, Deflect, Force Perception, Force Pilot, Lightsaber Defense, Multiattack Proficiency (lightsabers), Surefooted, Vehicle Focus (starfighters), Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Skill Training (stealth), Starship Tactics, Triple Attack (lightsabers), Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +16, Perception +16, Pilot +16, Stealth +16, Use the Force +21

Possessions lightsaber (self-built), Jedi robes, StealthX starfighter

Kyp Durren – D6 Stats

- Stats by Thomas

(As of Invincible)

Type: Human Jedi Master

DEXTERITY 3D

blaster 3D+2, brawling parry 5D, dodge 7D+1, lightsaber 9D+2, melee parry 8D+1, pick pocket 3D+1, running 6D

KNOWLEDGE 2D

Alien Species 4D, bureaucracy: Kessel Mining installation 3D+2, intimidation 5D+1, languages 4D, streetwise 4D, survival 5D, survival: Kessel 3D+2, survival: Yavin Four, tactics: starfighters 5D+2, value 3D+1, willpower 8D

MECHANICAL 4D

Astrogation 6D, repulsorlift operation 6D, sensors 6D+1, space transports 5D+2, starfighter piloting 5D+1, starfighter piloting: X-wing 9D+1, starfighter piloting: Sun Crusher 4D+2, starship gunnery 7D, starship shields 7D

PERCEPTION 3D

Bargain 6D+1, command 4D, con 4D+1, hide 7D+1, investigation 5D, persuasion 5D+2, search 6D, sneak 5D+2

STRENGTH 4D

Brawling 5D, climb/jumping 5D+2, lifting 4D+2, stamina 5D

Technical 2D

Blaster repair 2D+1, computer programming/repair 3D, first aid 5D, lightsaber repair 5D+1, security 3D, starfighter repair 4D+1, starship weapon repair 5D

Special Abilities:

Force Skills: Control 12D, sense 12D, alter 8D

These Force powers are only some that Kyp Durren has thus far

demonstrated:

Control: Accelerate healing, contort/escape, control pain, detoxify poison, emptiness, force of will, hibernation trance, rage, receptive telepathy, reduce injury, remain conscious, remove fatigue

Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, magnify senses, sense Force, sense Force potential

Alter: Telekinesis

Control and Alter: Aura of uneasiness, Force lightning

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control, Sense, and Alter: Affect mind, control mind, drain life energy, telekinetic kill

Sense and Alter: Lesser Force shield

Force Points: 7

Dark Side Points: 3

Character Points: 24

Move: 10

Equipment: Jedi robes, lightsaber (5D), black cape, StealthX starfighter

Kenth Hamner



Star Wars Insider #57

Kenth Hamner has been a fixture on the Jedi High Council since Luke Skywalker first formed it during the latter stages of the Yuuzhan Vong War. Before that, he was the Jedi liaison between the Jedi Order and the New Republic military. During the Dark Nest Crisis, Kenth was one of the more vocal supporters of the Galactic Alliance and advocated that the Order's first responsibility was to support the Galactic Alliance.

Both Kenth and Corran agreed that attending Mara Jade Skywalker's funeral was the only way for Luke to heal emotionally. However, when Han and Leia Organa Solo were forced to flee the

Jedi temple, they approached fellow Master Sebatyne to give the eulogy due to her being Mara's friend and knowing Mara better than the other Masters. Kenth and Master Katarn expressed overt disapproval of Jacen Solo's presence at the funeral. After the eulogy, Kenth thanked everyone for helping the Jedi Order celebrate Mara's life and asked them to keep her example in mind during the difficult days ahead.

During the Battle of Kuat, Hamner commanded Dark Sword Squadron until the Jedi Order left the battle to go to Kashyyyk. After the Massacre on Ossus, Kenth left for Endor along with the rest of the Jedi Order. Later, he also accompanied the Order to Shedu Maad.

Kenth Hamner (As of *Invincible*) **CL 17**
Medium Human Jedi 7/Soldier 5/Officer 1/Jedi Knight 2/Jedi Master 2

Destiny 5; Force 7

Init +16; Senses Perception +15

Languages Basic, Bothese, Sullustese

Defenses Ref 33 (flat-footed 30), Fort 31, Will 33

hp 136; **Threshold** 36

Immune fear effects

Speed 6 squares

Melee lightsaber +22 (2d8+12)

Melee lightsaber +20 (3d8+12) with Rapid Strike

Melee lightsaber +17/+17 (2d8+12) with Double Attack

Melee lightsaber +15/+15 (3d8+12) with Double Attack and Rapid Strike

Ranged by weapon +20

Base Atk +17; **Grp** +20

Attack Options Devastating Attack, Double Attack, Rapid Strike

Special Actions Battle Analysis, Deployment Tactics, Harm's Way, serenity

Force Powers Known (Use the Force +20): *battle strike* (2), *Force slam*, *mind trick*, *negate energy*, *rebuke* (2), *surge*, *vital transfer*

Force Techniques Force Point Recovery

Force Secrets Multitarget Power

Abilities Str 14, Dex 16, Con 13, Int 14, Wis 15, Cha 15

Talents Battle Analysis, Block, Deflect, Deployment Tactics, Devastating Attack (lightsabers), Disciplined Strike, Greater Weapon Focus (lightsabers), Harm's Way, Resilience, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Improved Damage Threshold, Rapid Strike, Skill Focus (Use the Force), Skill Training (Knowledge (tactics)), Vehicular Combat,

Weapon Finesse (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (heavy weapons, lightsabers, pistols, simple weapons)

Skills Acrobatics +16, Initiative +16, Knowledge (tactics) +15, Perception +15, Use the Force +20

Possessions lightsaber (self-built), Jedi robes, StealthX starfighter

Kenth Hamner – D6 Stats

- Stats by dhawk

(As of *Invincible*)

Type: Jedi Master

DEXTERITY 3D

Blaster 7D+2, blaster artillery 5D, brawling parry 4D+2, dodge 6D+2, grenade 6D, lightsaber 7D, melee combat 6D, melee parry 5D+2

KNOWLEDGE 3D+2

Bureaucracy 6D, bureaucracy: Galactic Alliance government 7D+1, bureaucracy: Galactic Alliance Defense Force 8D, intimidation 7D, intimidation: interrogation 8D+1, languages 4D, planetary systems 4D, scholar 5D, scholar: Jedi lore 6D, survival 5D+1, tactics 6D+1, tactics: squads 7D, tactics: ground assault 7D, willpower 5D

MECHANICAL 2D+2

Astrogation 3D+2, communications 4D, repulsorlift operations 5D, starfighter piloting 6D+1, starship gunnery 5D+2, starship shields 4D

PERCEPTION 3D+1

Bargain 6D, command 6D+2, command: New Republic/Galactic Alliance Defense Force 8D, con 4D, investigation 5D+1, persuasion 5D+2, search 5D, sneak 5D+1

STRENGTH 2D+1

Brawling 4D, climbing/jumping 4D, stamina 4D

TECHNICAL 3D

Blaster repair 4D+2, computer programming/repair 5D+2, demolition 5D+2, first aid 4D+2, lightsaber repair 5D, security 5D+2

Special Abilities:

Force Skills: *Control* 6D+2, *sense* 5D+2, *alter* 6D+2

These Force powers are only some that Kenth Hamner has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control disease, control pain, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious, remove fatigue, resist stun*

Sense: *Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, Force shot¹, postcognition, receptive telepathy, sense Force, sense Force*

potential, sense path, sense surroundings, shift sense

Alter: Force push¹, injure/kill, inspire, kinetic combat¹, telekinesis

Control and Sense: Lightsaber combat, projective telepathy

Control and Alter: Accelerate another's healing, control another's pain, detoxify another's poison, disable droid, place another in hibernation trance, remove another's fatigue, return another to consciousness, slow

Sense and Alter: Dim other's senses, lesser Force shield

Control, Sense, and Alter: Affect mind, battle meditation, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 5

Character Points: 17

Move: 10

Equipment: Comlink, Jedi robes, lightsaber (5D), BlasTech M3 blaster pistol (4D), StealthX starfighter

Corran Horn



The Essential Atlas, Chris Trevas

- Stats by DarkJedi82, Halcyon Bloodline descriptor by Thomas

By 40 ABY, Corran Horn was a respected Jedi Master and a member of the Jedi High Council. When hostilities broke out between the Galactic Alliance and Corellia, Corran voluntarily remained behind on Corellia to safeguard those students unable to immediately evacuate.

When Jacen Solo was named as the head of the Galactic Alliance Guard, Corran and the other Masters tried to persuade Grand Master Luke Skywalker to order Jacen Solo and Ben Skywalker to withdraw from the GAG, but Skywalker remained unconvinced. When Solo began to intern Corellians without trial for mere suspicion of terrorism, the Council was outraged at this, but none more so than Corran.

Later, when Admiral Wedge Antilles was forcibly retired by Corellian Five Worlds Prime Minister Durr Gejjen, Antilles' wife Iella asked the Horns to help Wedge escape from Corellia. Corran was only too happy to agree to this.

After successfully meeting with the Solos onboard the *Errant Venture* (which had received permits to operate in the exclusion zone of the Corellian blockade), Myri Antilles made an astute observation: without the united front of the Solo-Skywalker extended family, the Alliance would be hard pressed to survive.

After the murder of Mara Jade Skywalker, Luke, distraught over his wife's death, handed over control of the Council to Corran. When Corran asked Luke if he needed help, Luke rebuffed him and said he could handle Lumiya. After Luke killed Lumiya, Ben Skywalker confirmed that Lumiya wasn't Mara's murderer, but was in fact someone else entirely – this revelation caused Luke to fall into a deep depression. Shortly after Mara's funeral, Luke realized that he had neglected his duties, and returned as Grand Master.

Corran was the battle coordinator during the decisive Battle of Uroo Station. He and other members of the High Council led fifty Jedi in the capture of the *Anakin Solo*, after the death of Darth Caedus. The Jedi were then able to dictate terms to the Moff Council, which was then able to negotiate an official end to the war among all parties involved.

Corran Horn (As of *Invincible*)

CL 19

Medium Human Soldier 6/Scoundrel 1/Ace Pilot 4/Jedi 5/Jedi Knight 2/Jedi Master 1

Destiny 2; Force 4; Dark Side 1

Init +17, **foresight**; **Senses** Use the Force +17

Languages Basic, Huttese, Old Corellian

Defense Ref 34 (flat-footed 32), Fort 33, Will 34; Block, Deflect, Force Fortification, Melee Defense, Dodge.

Hp 133; **Threshold** 34

Immune fear effects

Speed 6 squares

Melee lightsaber +17 (2d8+9)

Ranged by weapon +19

Base Atk +17; **Grp** +19

Special Actions Elusive Dogfighter, Damage Reduction 10, serenity

Force Powers Known (Use the Force +17): *battle strike*, *mind trick* (2), *negate energy* (2), *vital transfer*

Force Techniques Force Power Mastery (negate energy)

Abilities Str 11, Dex 15, Con 13, Int 15, Wis 15, Cha 17

Talents Block, Damage Reduction 10, Deflect, Elusive Dogfighter, Expert Grappler, Foresight, Force Fortification, Force Intuition, Force Perception, Hyperdriven, Vehicular Evasion

Feats Armor Proficiency (light, medium, heavy), Dodge, Force Sensitivity, Force Training (2) Melee Defense, Mobility, Skill Focus (pilot), Skill Training (stealth), Vehicular Combat, Weapon Proficiency (advanced melee weapons, heavy, lightsaber, pistol, rifle, simple weapons)

Skills Initiative +16, Knowledge (tactics) +16, Mechanics +16, Perception +16, Pilot +21, Stealth +16, Use the Force +17.

Possessions Dual-phase lightsaber, StealthX starfighter, Jedi robes

Halcyon Bloodline Members of the Halcyon bloodline are nearly incapable of utilizing telekinetic Force powers but make up for it with their powerful mind affecting abilities. Corran takes a -15 penalty on all Force powers with the Telekinetic descriptor. However, if he uses a Force Point on a successful *negate energy* use, he may choose to use a telekinetic power at no penalty before the end of his next turn instead of gaining the hit points. Corran gains a +5 bonus to his Use the Force checks when using any power with the Mind Affecting descriptor.

Corran Horn – D6 Stats

- Stats by Thomas

(As of Invincible)

Type: Human Jedi Master

DEXTERITY 3D

Blaster 6D, brawling parry 7D, dodge 9D, lightsaber 9D+1, melee combat 5D+2, melee parry 7D+1, running 8D+1

KNOWLEDGE 2D

Bureaucracy (CorSec) 4D, intimidation 4D+2, languages 5D+1, law enforcement 5D, planetary systems 6D+1, scholar 5D, scholar: Jedi lore 6D, streetwise 6D, streetwise: Corellia 8D, survival 7D+1, willpower 6D

MECHANICAL 3D

Astrogation 6D, communications 4D, repulsorlift operation 6D, sensors 6D+2, space transports 5D+1, starfighter piloting 6D, starfighter piloting: X-wing 9D, starship gunnery 7D+2, starship shields 6D

PERCEPTION 3D

Bargain 5D, command 5D+2, con 5D+1, gambling 4D, hide 7D+1, investigation 8D+1, persuasion 5D, search 7D+2, sneak 6D

STRENGTH 3D

Brawling 5D+2, climb/jumping 6D, stamina 6D+1

TECHNICAL 2D+1

Blaster repair 4D, first aid 6D+2, lightsaber repair 5D+1, repulsorlift repair 3D, security 6D, space transport repair 3D+2,

starfighter repair 4D+1

Special Abilities:

Force Skills: Control 8D+1, sense 9D, alter 9D+2

These Force powers are only some that Corran Horn has thus far demonstrated:

Control: Absorb/Dissipate energy, control pain, detoxify poison, enhance attribute, reduce injury, remain conscious, reduce fatigue, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis*

Control and Sense: Lightsaber combat

Control, Sense, and Alter: Affect mind*, enhanced coordination

**Halcyon bloodline: Members of the Halcyon bloodline are nearly incapable of utilizing telekinetic Force powers but make up for it with their powerful mind affecting abilities. All attempts to use telekinesis are always at a Heroic 30+ difficulty unless using the bonus from channel energy. All attempts to use affect mind are made at two difficulty levels lower.*

This character is Force-sensitive.

Force Points: 9

Dark Side Points: 1

Character Points: 16

Move: 10

Equipment: Lightsaber (5D), Jedi robes, StealthX starfighter, street clothes

Kyle Katarn



The New Essential Chronology,

John Van Fleet

- Stats by DarkJedi82

By 40 ABY, Master Kyle Katarn was a respected member of the Jedi High Council. He led the team that planted a tracking

device on Darth Caedus. Though he suffered tremendous injuries as well as being infected by a bioweapon, Master Katarn survived.

During the Battle of Uroto Station, Master Katarn took part in the assault on Caedus' forces. After the death of the Sith Lord, he helped subdue the remaining Moff's of the Imperial Remnant who had allied with Caedus.

Kyle Katarn (As of *Invincible*)

CL 18

Medium Human Soldier 6/Scoundrel 2/Jedi 6/Jedi Knight 2/Jedi Master 1

Destiny 2; Force 8; Dark Side 8

Init +17; Senses Perception +16

Languages Basic, Huttese, Rodese

Defense Ref 34 (flat-footed 33), Fort 34, Will 33; Deflect, Dodge, Mobility

hp 157; **Threshold** 34

Immune fear effects

Speed 6 squares

Melee lightsaber +18 (2d8+20)

Ranged heavy blaster +19 (2d8+9)

Base Atk +16; **Grp** +19

Atk Options Running Attack

Special Actions Battle Analysis, Devastating Attack, Redirect Shot, serenity, Vehicular Combat

Force Powers Known (Use the Force +17): *battle strike (2), Force grip, Force lightning, surge, Force thrust*

Force Techniques Improved Force Trance

Abilities Str 14, Dex 16, Con 16, Int 14, Wis 14, Cha 17

Talents Battle Analysis, Deflect, Devastating Attack, Force Focus, Knack, Lightsaber Throw, Redirect Shot, Severing Strike, Telekinetic Savant

Feats Armor Proficiency (light, medium), Dodge, Dual Weapon Proficiency I, Dual Weapon Proficiency II, Dual Weapon Proficiency III, Force Sensitivity, Force Training (2), Martial Arts, Mobility, Running Attack, Skill Training (Stealthy), Vehicular Combat, Weapon Proficiency (heavy, lightsaber, pistol, rifle)

Skills Initiative +17, Knowledge (tactics) +16, Mechanics +16, Perception +16, Pilot +17, Stealth +22, Use the Force +17

Possessions heavy blaster pistol, lightsaber (self-built), jumpsuit

Kyle Katarn – D6 Stats

- Stats by Thomas

(As of *Invincible*)

Type: Human Jedi Battlemaster

DEXTERITY 4D

Blaster 7D, bowcaster 5D, brawling parry 7D, dodge 9D,

firearms 5D, grenade 7D+1, lightsaber 10D+2, melee combat 5D+2, melee parry 7D+1, missile weapons 6D, running 8D+1, thrown weapons 5D

KNOWLEDGE 2D

Bureaucracy 3D, bureaucracy: Imperial Army 4D, intimidation 4D+2, languages 5D+1, law enforcement 5D, planetary systems 6D+1, scholar 6D, scholar: Jedi lore 7D, streetwise 8D, survival 7D+1, tactics 6D, willpower 6D

MECHANICAL 3D

Astrogation 6D, capital ship piloting 5D+1, communications 4D, repulsorlift operation 6D, sensors 6D+2, space transports 7D+1, starship gunnery 5D+2, starship shields 4D, swoop operation 5D

PERCEPTION

3D

Bargain 5D, command 5D+2, con 7D+1, gambling 4D, hide 8D, investigation 8D+1, persuasion 5D, search 7D+2, sneak 8D

STRENGTH 3D

Brawling 8D+2, climb/jumping 6D, stamina 6D+1, swimming 5D

TECHNICAL 2D+1

Blaster repair 4D, demolitions 7D, first aid 6D+2, lightsaber repair 5D+1, medicine (A) 5D, repulsorlift repair 3D, security 6D, space transport repair 3D+2

Special Abilities:

Force Skills: *Control 9D+1, sense 10D, alter 9D*

These Force powers are only some that Kyle Katarn has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, control pain, detoxify poison, enhance attribute, reduce injury, remain conscious, reduce fatigue, resist stun, short term memory enhancement*

Sense: *Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, sense Force*

Alter: *Injure/kill, telekinesis*

Control and Sense: *Lightsaber combat*

Control and Alter: *Control breathing, inflict pain, transfer Force*

Control, Sense, and Alter: *Affect mind, enhanced coordination, telekinetic kill*

Sense and Alter: *Dim other's senses*

This character is Force-sensitive.

Force Points: 9

Dark Side Points: 3

Character Points: 19

Move: 10

Equipment: Lightsaber (5D), heavy blaster pistol (5D), 5 grenades (various types and die codes), shield belt (+2D physical, +1D energy, power pack lasts for 1 minute [10 rounds]), street clothes

Tresina Lobi



Star Wars Insider #57

During the Second Galactic Civil War after Luke learned that Lumiya had returned, he told Master Lobi to watch over his son Ben. Lobi's task led her to the Fellowship Plaza in the heart of Coruscant's Senatorial District, where she saw Ben talking with Jacen Solo. Shortly after Ben had left and Lumiya had arrived, Lobi found out that Jacen Solo and Lumiya were allies.

Before Lobi could complete her transmission to Luke that Lumiya was after Ben, she was discovered by Alema Rar, who was also eavesdropping on Jacen Solo. A fierce duel then erupted between the three women in which Lobi severed Lumiya's cybernetic arm, and was able to briefly hold her own against Lumiya and Rar. However, Lumiya and Rar soon overwhelmed the Jedi Master. Once Lumiya's lightwhip severed Lobi's legs from behind, Rar swiftly decapitated her. Rar refused to draw out Lobi's death as she felt the Jedi Master had fought well and suffered enough. A gardener droid found Lobi's body the next morning.

Tresina Lobi (As of *Tempest*)

CL 14

Medium Chev Jedi 7/Jedi Knight 4/Jedi Master 3

Force 14; **Init** +9; **Senses** Perception +15

Languages Basic, Chev

Defenses Ref 29 (flat-footed 27), Fort 28, Will 30; Block, Lightsaber Defense, The Will to Resist

hp 129, Recovering Surge; **Threshold** 30

Immune fear effects, +2 to Fortitude Defense against poisons

Speed 6 squares

Melee lightsaber +16 (2d8+8) or

Melee lightsaber +16 (2d8+9) with both hands or

Melee lightsaber +14 (3d8+9) with Rapid Strike

Ranged by weapon +16

Base Atk +14; **Grp** +16

Atk Options Double Attack (simple weapons), Power Attack, Rapid Strike

Special Actions Call Weapon, Lightsaber Defense, The Will to Resist, serenity

Force Powers Known (Use the Force +14): *battle strike* (2), *Force thrust* (2), *Force track* (2), *intercept*, *mind trick* (2), *move object* (2), *resist Force*

Force Techniques Improved Force Trance

Force Secrets Extend Power, Linked Power

Abilities Str 13, Dex 14, Con 12, Int 13, Wis 16, Cha 14

Special Qualities build lightsaber

Talents Block, Call Weapon, Force Flow, Insight of the Force, Lightsaber Defense, The Will to Resist

Feats Double Attack (simple weapons), Fight Through Pain, Force Sensitivity, Force Training (3), Power Attack, Rapid Strike, Recovering Surge, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Perception +15, Use the Force +14

Possessions audiorecorder, aural amplifier, Jedi robes, lightsaber (self-built)

Tresina Lobi – D6 Stats

(As of *Tempest*)

Type: Chev Jedi Master

DEXTERITY 3D+2

Blaster 5D+2, dodge 7D+1, lightsaber 8D+1, melee combat 5D+2, melee parry 5D

KNOWLEDGE 2D+1

Alien species 3D+1, languages 3D+2, survival 5D, willpower 4D+1

MECHANICAL 2D+1

Astrogation 4D, communications 4D, starfighter piloting 7D+1

PERCEPTION 3D

Command 4D, hide 6D+2, search 7D+1, sneak 8D

STRENGTH 3D

Brawling 4D+2, climbing/jumping 5D, stamina 6D+2

TECHNICAL 2D+2

Droid repair 6D, first aid 6D+2, lightsaber repair 7D+1, starfighter repair 6D

Special Abilities:

Force Skills: *Control* 9D+1, *sense* 10D, *alter* 8D+2

These Force powers are only some that Tresina Lobi has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, burst of speed¹, concentration, contort/escape, control pain, detoxify

poison, enhance attribute, force of will, hibernation trance, instinctive astrogation (control), reduce injury, remain conscious, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, life web, magnify senses, postcognition, sense Force, shift senses, weather sense

Alter: Force push¹, telekinesis

Control and Sense: Farseeing, lightsaber combat

Control and Alter: Accelerate another's healing, control another's pain, control breathing, place another in hibernation trance, transfer Force

Control, Sense, and Alter: Affect mind, enhanced coordination, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 8

Dark Side Points: 0

Character Points: 22

Move: 10

Equipment: Lightsaber (5D), Jedi robes, comlink, recording rod, tracking beacon

Octa Ramis



Star Wars Insider #57

After the war with the Yuuzhan Vong, Octa Ramis became a Jedi Master and was invited to join the Jedi High Council. Octa joined Luke Skywalker, Mara Jade Skywalker, Kyle Katarn, Saba Sebatyne, Kyp Durrone, and several other Jedi in their battle against the Dark Nest forces at Kr. During the final phases of the Killik expansion, Octa led a squadron of Jedi-piloted StealthX starfighters against Lomi Plo's forces. During the Second Galactic Civil War, Octa joined the rest of the Jedi Order as they regrouped on Endor following the events of the Battle of Kashyyyk.

Octa Ramis (As of *Fury*)

CL 14

Medium Human Jedi 7/Noble 1/Jedi Knight 4/Jedi Master 2

Init +15; **Senses** Perception +13

Languages Basic, Bocce, Twi'lek

Defenses Ref 30 (flat-footed 27), Fort 28, Will 30; Block, Deflect, Lightsaber Defense, Vehicular Combat

hp 95; **second wind** +23/47; **Threshold** 28

Immune fear effects

Speed 6 squares

Melee lightsaber +17 (2d8+9) or

Melee lightsaber +17 (2d8+11) with both hands or

Melee lightsaber +15 (3d8+11) with Rapid Strike

Ranged by weapon +16

Base Atk +13; **Grp** +16

Atk Options Exposing Strike, Power Attack, Rapid Strike

Special Actions Born Leader, Combat Reflexes, Force

Fortification, Force of Will, Lightsaber Defense, Lightsaber Form Savant (1/encounter), serenity

Force Powers Known (Use the Force +14): *battle strike*, *Force thrust*, *move object*, *resist Force*

Force Techniques Extended Force Thrust, Improved Move Light Object

Force Secrets Linked Power

Starship Maneuvers Known (Pilot +15): *I have you now*, *target sense*

Abilities Str 14, Dex 16, Con 13, Int 15, Wis 13, Cha 14

Special Qualities build lightsaber

Talents Block, Born Leader, Deflect, Exposing Strike, Force

Fortification, Force of Will, Lightsaber Defense, Lightsaber Form Savant

Feats Combat Reflexes, Force Sensitivity, Force Training (2), Overwhelming Attack, Power Attack, Rapid Strike, Starship Tactics, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple)

Skills Initiative +15, Perception +13, Pilot +15, Use Computer +14, Use the Force +14

Possessions Jedi robe, lightsaber (self-built), StealthX starfighter

Octa Ramis – D6 Stats

(As of *Fury*)

Type: Human Jedi Master

DEXTERITY 3D+1

Blaster 6D, brawling parry 5D, dodge 6D+1, lightsaber 8D+1, melee combat 5D+2, melee parry 5D+1

KNOWLEDGE 2D+2

Alien species 4D+1, cultures 4D, languages 4D+1, planetary systems 4D+2, tactics 5D, willpower 3D+2

MECHANICAL 3D+1

Repulsorlift operation 6D+1, space transports 4D, starfighter piloting 6D+2, starship shields 6D

PERCEPTION 3D

Command 6D, persuasion 5D+1, search 4D+1, sneak 4D+2

STRENGTH 2D+2

Climb/jump 4D+2, stamina 4D

TECHNICAL 2D+1

Computer programming/repair 4D+2, first aid 5D, lightsaber repair 6D+1

Special Abilities:

Force Skills: Control 10D+2, sense 11D, alter 9D+2

These Force powers are only some that Octa Ramis has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, force of will, hibernation trance, reduce injury, remain conscious, short-term memory enhancement

Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, sense Force

Alter: Force push¹, telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Control another's pain, electronic manipulation, return another to consciousness

Sense and Alter: Dim other's senses

Control, Sense, and Alter: Affect mind, control mind

¹Described in Chapter 1: Heroic Traits

Force Points: 7

Darkside Points: 0

Character Points: 23

Move: 10

Equipment: Blaster pistol (4D+1), Jedi robes, lightsaber (5D), StealthX starfighter

Luke Skywalker, Grand Master



The Essential Atlas, Chris Trevas

Grand Master Luke Skywalker successfully unified the Jedi Order under his control with his reestablishment of the Jedi High Council in 35 ABY. But as tensions between the Galactic Alliance and the Corellians intensified, Luke faced dissension within his own family.

With Han and Leia supporting the Corellians in their bid to secede, Luke was forced to back the Galactic Alliance, in hopes of keeping the galactic peace. As tensions continued to rise, Luke was haunted by visions of a dark, hooded figure that came to him in his dreams. Eventually, Luke came to believe that this dark figure was the Dark Lady Lumiya. As a result, Luke began to distrust his nephew Jacen upon his appointment as leader of the Galactic Alliance Guard, believing that there was a connection between Jacen and Lumiya.

As Luke became increasingly convinced that Lumiya was a threat to his son, he and Mara began to investigate Lumiya's apparent infiltration of the GAG. After meeting with Tenel Ka on Hapes, Jacen secretly arranged for Lumiya and Alema Rar to assassinate Luke and Mara on Roqoo Depot. While Alema Rar fought Mara, Lumiya managed to injure Luke by cutting off his prosthetic hand. After Mara discovered that Alema was wearing a fail-safe bomb strapped to her chest, she allowed the Twi'lek to escape to prevent the bomb from going off. Mara then rushed to prevent Luke from killing Lumiya, fearing that Lumiya had a similar device. After this battle, Luke and Mara became convinced that Jacen was indeed falling to the dark side and becoming a Sith Lord.

Shortly after Mara was murdered, Luke pursued Lumiya in order to end her threat to his family once and for all. Luke ultimately slew Lumiya, but Ben later confirmed that Lumiya wasn't Mara's killer. Luke retreated within himself – castigating himself over killing the wrong person – thus depriving the Jedi Order of his leadership.

When Jacen and the Fifth Fleet attacked Kuat, Luke and the entire Jedi Order abandoned Jacen.

After pursuing the Jedi to Kashyyyk, Jacen ordered the *Anakin Solo* to bombard the planet Kashyyyk in retaliation for the Wookiees granting the Jedi asylum. While leading an attack on the *Anakin Solo*, Luke was mistakenly thought to be shot down, but Luke used this deception only as a means to gain access to the *Anakin Solo* in order to rescue Ben. Surprised and horrified at what Jacen was doing to Ben in a hidden torture chamber, Luke ignited his lightsaber and attacked Jacen.

While dueling with his nephew, Luke came very close to killing Jacen, but restrained himself when Ben declared that only he had the right to kill Jacen, not Luke. Luke refused to let Ben kill Jacen, fearing that if he did so, Ben would be lost to the dark side. After Jacen fled, Luke and Ben escaped from the *Anakin Solo* and departed with the Jedi Order en masse to the Forest Moon of Endor.

Shortly after their arrival on the Forest Moon, Luke formally took Ben as his apprentice in the hope that this would prevent Ben's fall to the dark side. It wasn't until Ben pointed out to Luke that his suicidal recklessness was simply to disguise his attempts to join Mara in the Force that Luke regained the will to live and began to reassert control as Grand Master once more. Upon Ben's insight into his character, Luke declared that Ben was ready to construct his own lightsaber and become a Jedi Knight.

When Queen Mother Tenel Ka arrived at Endor, she informed Luke that Jacen had kidnapped her daughter Allana to force her to ally with the Galactic Alliance. Luke and the other Jedi agreed to help rescue Allana. During the Battle of Centerpoint Station, Luke led a team consisting of himself, Master Saba Sebatyne, and his son to confront Jacen on the bridge of the *Anakin Solo*, while Leia, Han, and Iella Wessiri Antilles went in search of Allana. Though Master Sebatyne was badly injured and Jacen was close to victory, Jacen fled the confrontation when it became apparent to him that Luke, Saba, and Ben were only there as a diversion.

Later, Joint Chief of State Niathal met with Luke and agreed to help remove Jacen from power. Acting on information that Niathal leaked to him concerning the upcoming fleet action against Fondor, Luke informed the Fondorians about the minefield that Galactic Alliance mine layers would soon deploy. As a result, Luke succeeded in humiliating Jacen in front of his fleet when the Fondorians destroyed the minelayers.

Eventually through efforts of his son and Captain Lon Shevu of the Galactic Alliance Guard, Luke gained the proof that Jacen had murdered Mara. Later, when Mara appeared to him as a Force ghost, Luke achieved complete peace of mind.

Convinced that if he personally killed Caedus he would become another threat to the galaxy, Luke began to employ tactics

designed to misdirect Caedus on who would actually come after him. By focusing on Caedus during his meditation sessions, Luke succeeded in preventing Caedus from seeing Jaina.

At the conclusion of the Second Galactic Civil War, Luke suggested that Jagged Fel be placed in command of the Imperial Remnant's Moff Council, in order to ensure the Remnant's cooperation in keeping the peace. Fel and the Moff Council both reluctantly agreed.

Grand Master Luke Skywalker (As of *Invincible*) **CL 20**

Medium Middle Aged Human Scout 1/Jedi 7/Ace Pilot 2/Jedi Knight 5/Jedi Master 5

Destiny 6; **Force** 7, Strong in the Force; **Dark Side** 4

Init +18; **Senses** Improved Sense Surroundings, Perception +18

Languages Basic, Huttese, Shyriiwook

Defenses Ref 36 (flat-footed 33), Fort 32, Will 33; Block, Deflect, Evasion

hp 147; **Threshold** 32

Immune fear effects

Speed 6 squares

Melee +24 (2d8+17 lightsaber) or

Melee +22 (3d8+17 lightsaber) with Rapid Strike or

Melee +21/+21 (2d8+17 lightsaber) with Double Attack or

Melee +19/+19 (3d8+17 lightsaber) with Double Attack and Rapid Strike or

Melee +16/+16/+16 (2d8+17 lightsaber) with Triple Attack or

Melee +14/+14/+14 (3d8+17 lightsaber) with Triple Attack and Rapid Strike

Ranged by weapon +21

Base Atk +18; **Grp** +21

Atk Options Djem So, Double Attack, Rapid Strike, Severing Strike, Triple Attack

Special Actions Block, Deflect, Equilibrium, Evasion, Greater Weapon Specialization (lightsabers), Multiattack (lightsabers), Redirect Shot, serenity, Severing Strike, Vehicular Combat, Weapon Specialization (lightsabers)

Force Powers Known (Use the Force +23): *battle strike*, *Force slam* (2), *mind trick*, *move object* (2), *negate energy*, *surge*

Force Techniques Force Point Recovery, Improved Sense Surroundings

Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power

Abilities Str 16, Dex 16, Con 14, Int 16, Wis 17, Cha 17

Special Qualities Vehicle Dodge +1

Talents Block, Deflect, Djem So, Elusive Dogfighter, Equilibrium, Evasion, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Multiattack (lightsabers), Redirect Shot, Severing Strike, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Initiative +18, Mechanics +17, Perception +18, Pilot +18, Ride +18, Survival +18, Use the Force +23

Possessions lightsaber (self-built), lightsaber shoto (self-built), Jedi robes, StealthX starfighter

Luke Skywalker – D6 Stats

(As of *Invincible*)

Type: Human Jedi Grand Master

DEXTERITY 3D+2

Blaster 7D+2, brawling parry 8D+1, dodge 12D, lightsaber 14D+1, melee combat 11D+1, melee parry 11D

KNOWLEDGE 3D

Alien species 7D, bureaucracy 7D+2, cultures 6D+2, intimidation 8D, languages 7D+2, planetary systems 7D, scholar 8D+1, scholar: Jedi lore 12D+2, streetwise 7D+2, survival 9D+2, value 7D, willpower 11D

MECHANICAL 4D

Astrogation 9D, beast riding 6D+2, beast riding: tauntaun 7D, communications 7D, repulsorlift operation 11D, repulsorlift operation: airspeeder 12D, space transports 8D, starfighter piloting 11D, starfighter piloting: X-wing 13D, starship gunnery 9D, starship shields 7D+2

PERCEPTION 3D

Bargain 6D+1, command 12D, con 5D+1, hide 8D+1, search 8D, sneak 8D+1

STRENGTH 3D+2

Brawling 8D, climbing/jumping 9D, lifting 7D, stamina 10D

TECHNICAL 3D

Computer programming/repair 7D+1, droid programming 7D+1, droid repair 7D, droid repair: astromech 8D+2, first aid 6D, lightsaber repair 11D, repulsorlift repair 8D+1, security 6D, space transports repair 6D, starfighter repair 8D

Special Abilities:

Force Skills: Control 17D, sense 15D+2, alter 14D+1

These Force powers are only some that Luke Skywalker has thus far demonstrated:

Control: Art of the small (control)², absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, immerse*,

instinctive astrogation (control), reduce injury, remain conscious, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, shatterpoint sense¹, shatterpoint strike¹

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Control another's pain, electric judgment², immerse another*, inflict pain, place another in hibernation trance

Sense and Alter: Dim other's senses, lesser Force shield

Control, Sense, and Alter: Affect mind, doppelganger, Force harmony, telekinetic kill

¹Described in Cracken's Threat Dossier (page 58)

²Described in Chapter 1: Heroic Traits; see also The Clone Wars Campaign Guide – D6 Conversions (By Gry Sarth and Cheshire), page 59

³Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 25

Dark Side Points: 4

Character Points: 61

Move: 10

Equipment: lightsaber (5D, green blade), lightsaber shoto (4D, red blade), Jedi robes, StealthX starfighter

Mara Jade Skywalker



The Essential Atlas: Chris Trevas

A former Emperor's Hand and wife of Grand Master Luke Skywalker, Mara Jade Skywalker was a member of the Jedi High Council. Mara was favorably disposed to Jacen because of his

assistance in helping her son Ben open himself up to the Force. She defended Jacen's actions on several occasions when he began to accumulate power – first when Jacen became leader of the Galactic Alliance Guard, then later when he became Joint Chief of State.

It wasn't until Ben confided to her that he had assassinated Dur Gejjen that she began to agree with her husband about his suspicions of Jacen and Lumiya. After confronting Lumiya several times, Mara resolved to discover the connection between Jacen and Lumiya. Later, Ben told Mara that Jacen and Lumiya were allies.

Following her duel with Lumiya on Hesperidium, in which she sustained injuries from the Sith Meditation Sphere, Mara tracked Jacen to Hapes then the two of them engaged in a dogfight over the planet Kavan. After leading Jacen into the tunnels of Kavan, she nearly defeated him, but Jacen managed to distract her long enough to inject her with a poison that killed her a short time later.

Strangely enough, Mara's body did not become one with the Force until Jacen arrived at her funeral on Coruscant. Ben believed that Mara's spirit allowed her corporeal form to dissipate only upon Jacen's arrival at her funeral in an attempt to identify her killer.

Mara Jade Skywalker (As of *Sacrifice*) **CL 17**

Medium Human Scoundrel 5/Jedi 9/Jedi Knight 2/Jedi Master 1

Destiny 2; Force 7; Dark Side 3

Init +11; Senses Improved Sense Surroundings, Perception +15

Languages Basic, Huttese

Defenses Ref 30 (flat-footed 27), Fort 29, Will 30; Block, Deflect

hp 129; **Threshold** 29

Immune fear effects

Speed 6 squares

Melee lightsaber +18 (2d8+10) or

Melee lightsaber +13/+13 (2d8+10) with Double Attack or

Melee lightsaber +11/+11 (3d8+15) with Double Attack and Rapid Strike

Ranged blaster pistol +18 (3d6+8)

Base Atk +15; **Grp** +18

Atk Options Acrobatic Strike, Double Attack, Rapid Strike, Severing Strike

Special Actions Equilibrium, Force Intuition, Force Recovery, Point Blank Shot, Redirect Shot, serenity, Vehicular Combat

Force Powers Known (Use the Force +16): *battle strike* (2), *Force slam*, *Force thrust*, *mind trick*, *move object*, *surge*, *vital transfer*

Force Techniques Improved Sense Surroundings

Abilities Str 14, Dex 16, Con 16, Int 13, Wis 16, Cha 14

Talents Block, Deflect, Equilibrium, Force Focus, Force Intuition, Force Perception, Force Recovery, Redirect Shot, Severing Strike, Skirmisher

Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Martial Arts I, Martial Arts II, Point Blank Shot, Rapid Strike, Skill Training (Perception), Vehicular Combat, Weapon Proficiency (lightsabers, blaster pistol, rifles, simple weapons)

Skills Acrobatics +16, Deception +15, Gather Information +15, Perception +16, Persuasion +15, Pilot +16, Use the Force +16

Possessions lightsaber (self-built), blaster pistol, comlink, credit chip, Jedi robes, *Jade Shadow*, StealthX starfighter

Mara Jade Skywalker – D6 Stats

(As of *Sacrifice*)

Type: Human Jedi Master

DEXTERITY 3D+2

Blaster 12D, blaster: hold-out blaster 13D+1, brawling parry 9D, dodge 11D+1, lightsaber 9D, melee combat 10D+2, melee parry 9D, missile weapons 8D, pick pocket 6D, running 8D+1, thrown weapons 8D+1

KNOWLEDGE 2D+2

Alien species 10D+1, alien species: Yuuzhan Vong 11D, bureaucracy 11D, business 9D+2, intimidation 9D, languages 10D+1, planetary systems 9D, streetwise 8D+2, survival 11D, value 9D, willpower 9D+1

MECHANICAL 2D

Astrogation 10D, beast riding 6D+1, communication 9D, ground vehicle operation 8D, repulsorlift operation 7D, sensors 8D, space transports 10D, space transports: *Jade Shadow* 12D+2, starfighter piloting 10D, starfighter piloting: X-wing 12D, starship gunnery 11D, starship shields 9D+2, swoop operation 9D

PERCEPTION 3D+2

Bargain 9D+2, command 10D, con 7D+1, forgery 4D, gambling 4D, hide 10D, investigation 8D, persuasion 7D+2, search 9D, sneak 8D+1

STRENGTH 3D

Brawling 8D, climbing/jumping 9D, lifting 6D+1, stamina 10D, swimming 7D+1

TECHNICAL 3D

Blaster repair 7D, computer programming/repair 8D, demolitions 6D+2, droid programming 6D, droid repair 5D, first aid 7D+2, ground vehicle repair 8D, lightsaber repair 8D, repulsorlift repair 7D, security 9D+2, starship repair 9D, starship weapon repair 7D

Special Abilities:

Force Skills: *Control* 12D, *sense* 11D+1, *alter* 10D+1

These Force powers are only some that Mara Jade Skywalker has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, remain conscious, resist stun

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Injure/kill, light¹, telekinesis

Control and Sense: Farseeing, projective telepathy, lightsaber combat

Control and Alter: Accelerate another's healing, glowball¹, inflict pain

Control, Sense, and Alter: Affect mind, telekinetic kill

Sense and Alter: Dim other's senses, lesser Force shield

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 10

Character Points: 14

Move: 10

Equipment: Lightsaber (5D, blue blade), credit chip, holdout blaster (3D), comlink, personal space transport (*Jade Shadow*), StealthX starfighter

Saba Sebatyne



Star Wars Insider #57

Trained by Jedi Knight Eelysa prior to the Yuuzhan Vong War, Master Sebatyne would later be appointed to the newly constituted Jedi High Council. Upon the conclusion of the Yuuzhan Vong War, Master Sebatyne would take Leia Organa Solo as her Padawan.

As Master Sebatyne was a hard taskmaster, Leia learned her lessons well. This helped Leia survive repeated duels with the Gorog-joined Alema Rar.

In 40 ABY, Sebatyne aided Master Skywalker in his search for Lumiya after the death of Master Lobi.

After the death of Mara Jade Skywalker, Saba was asked by Masters Horn and Katarn to deliver the eulogy at Mara's funeral, since the Solos were being delayed by the Galactic Alliance Guard within the Jedi Temple on Coruscant.

Saba was severely injured when she, Master Skywalker and Ben Skywalker confronted Darth Caedus on the *Anakin Solo* during the Battle of Centerpoint Station.

During the Battle of Uroo Station, Saba was present when the Jedi stormed the *Anakin Solo*.

Saba Sebatyne (As of *Invincible*)

CL 17

Medium Barabel Jedi 10/Jedi Knight 4/Jedi Master 3

Destiny 5; Force 7; Dark Side 0

Init +16; Senses Darkvision, Improved Sense Surroundings, Perception +11

Languages Barabel, Basic, Falleen

Defenses Ref 33 (flat-footed 30), Fort 35, Will 33; Block, Deflect
hp 182; Threshold 35

Speed 6 squares

Melee claw +21 (1d6+11) or

Melee bite +21 (1d6+11) or

Melee lightsaber +22 (2d8+11) or

Melee lightsaber +20 (3d8+11) with Rapid Strike or

Melee lightsaber +17/+17 (2d8+11) with Double Attack or

Melee lightsaber +15/+15 (3d8+11) with Double Attack and Rapid Strike

Base Atk +17; Grp +20

Atk Options Cleave, Combat Reflexes, Double Attack, Power Attack, Rapid Strike, Severing Strike

Special Actions Acrobatic Recovery, Block, Deflect, Fearless, Redirect Shot, serenity

Force Powers Known (Use the Force +18): *battle strike* (2), *Force slam*, *Force thrust*, *rebuke*, *surge*

Force Techniques Force Point Recovery, Improved Sense Surroundings

Force Secrets Devastating Power, Multitarget Power

Abilities Str 17, Dex 15, Con 16, Int 15, Wis 14, Cha 10

Special Qualities Darkvision, Intimidating, Primitive, Radiation Resistant

Talents Acrobatic Recovery, Block, Deflect, Redirect Shot, Weapon Specialization (lightsabers), Force Focus, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Severing Strike

Feats Cleave, Combat Reflexes, Double Attack (lightsabers), Extra Second Wind, Force Sensitivity, Force Training (2), Power Attack,

Rapid Strike, Skill Focus (Use the Force), Toughness, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)
Skills Acrobatics +16, Endurance +16, Initiative +16, Use the Force +18
Possessions lightsaber (self-built), Jedi robes

Barabel - Converted by DarkJedi82

Barabel

Ability Modifiers: No change (from *Ultimate Alien Anthology*).

Medium-size: No change.

Speed: Barabel base speed is 6 squares.

Natural Armor: Natural Armor is added to Reflex Defense.

Natural Weapons: No change.

Radiation Resistance: Barabel receive a +2 species bonus to Fortitude Defense against radiation.

Darkvision: See Sullustan trait (*Saga Edition Core Rulebook*, page 30).

Primitive: See Gamorrean trait (*Saga Edition Core Rulebook*, page 26).

Intimidating: Barabel may reroll any Persuasion check made to intimidate others, but the result of the reroll must be accepted, even if it is a worse result.

Automatic Languages: Barabel

Saba Sebatyne – D6 Stats

- Stats by dhawk

(As of *Tempest*)

Type: Barabel Jedi Master

DEXTERITY 3D+1

Blaster 6D+1, brawling parry 5D+2, dodge 6D+2, grenade 5D, lightsaber 10D+2, melee combat 8D+2, melee parry 8D+1, running 6D, vehicle blasters 4D+1

KNOWLEDGE 2D+2

Alien species 4D, alien species: Yuuzhan Vong 6D+2, bureaucracy 6D, bureaucracy: Galactic Alliance government 7D, intimidation 8D, languages 4D, planetary systems 5D+2, scholar 6D, scholar: Jedi lore 7D, survival 6D, survival: Barab I 7D, tactics 5D, tactics: starfighters 6D, tactics: squads 6D, willpower 6D

MECHANICAL 3D

Astrogation 3D+2, beast riding 4D, repulsorlift operations 4D+2, starfighter piloting 7D+1, starship gunnery 6D+2, starship shields 4D

PERCEPTION 3D

Bargain 4D, command 8D, command: Wild Knights squadron 8D+1, hide 6D, investigation 5D+2, persuasion 6D, persuasion:

oration 6D+2, search 7D, search: tracking 7D+2, sneak 5D+2

STRENGTH 4D

Brawling 6D, brawling: martial arts 6D, climbing/jumping 5D+2, stamina 8D

TECHNICAL 2D

First aid 4D+2, lightsaber repair 7D+2, security 4D+2, starfighter repair 4D

Special Abilities:

Natural Body Armor: Gives the Barabel +2D against physical attacks and +1D against energy attacks.

Radiation Resistance: Barabels have natural resistance to most forms of radiation. They receive +2D when defending against the effects of radiation.

Vision: Barabels can see in the infrared spectrum, allowing them to see in complete darkness, provided that there are heat sources.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, though they have little ability in the Force. They almost always yield to the commands of a Jedi Knight.

Reputation: Barabels have a reputation as fierce warriors and great hunters. They are often feared, and always given a wide berth except by the fiercest of individuals.

Special Abilities:

Force Skills: *Control* 7D+1, *sense* 8D, *alter* 7D+2

These Force powers are only some that Saba Sebatyne has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, remain conscious, remove fatigue, resist stun

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, sense surroundings, shift sense

Alter: Enlarge Force¹, extend Force¹, Force push¹, kinetic combat¹, shadow bomb¹, telekinesis

Control and Sense: Battle meld¹, farseeing, life bond, lightsaber combat, enlighten, projective telepathy

Sense and Alter: Lesser Force shield

Control and Alter: Accelerate another's healing, control another's pain

Control, Sense and Alter: Affect mind, projected fighting

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 6

Dark Side Points: 0

Character Points: 27

Move: 11

Equipment: Jedi robes, lightsaber (5D)

(As of Sacrifice)

Bureaucracy: Galactic Alliance government 7D+1, scholar: Jedi lore 7D+1, investigation 6D, search: tracking 8D

Force Points: 7

Dark Side Points: 0

Character Points: 20

Equipment: Jedi robes, lightsaber (5D)

(As of Invincible)

Dodge 7D, lightsaber 11D, persuasion 6D+1, persuasion: oration 7D, starfighter piloting 7D+2, starship gunnery 7D, tactics: squads 6D+1

Special Abilities:

Force Skills: *Alter 8D*

This character is Force-sensitive.

Force Points: 8

Dark Side Points: 2

Character Points: 5

Equipment: Jedi robes, lightsaber (5D)

Kam Solusar



Star Wars Insider #57

- Stats by DarkJedi82

During the Second Galactic Civil War, Kam Solusar and his wife Tionne were the caretakers of the Ossus Academy. When the Jedi Order abandoned the Galactic Alliance at the Battle of Kuat, the two of them were left in charge of the remaining Jedi Knights and Padawans on Ossus. However, once Jacen Solo assumed the title of Sith Lord Darth Caedus, he ordered the Galactic Alliance Guard to eliminate the Jedi at Ossus.

During the GAG attack, Kam survived three sniper shots to the chest as he attempted to assist his wife when GAG Major Serpa

was trying to blast her limbs off. The Solusars recuperated on Endor after the surviving Jedi on Ossus were rescued.

Kam Solusar (As of *Inferno*)

CL 16

Medium Human Jedi 7/Jedi Knight 6/Jedi Master 3

Destiny 2; Force 4; Dark Side 2

Init +15; Senses perception +15

Languages Basic, Ryl, Shyriiwook

Defense Ref 30(flat-footed 29), Fort 30, Will 31; Deflect, Dodge

Hp 121; **Threshold** 30

Immune fear effects

Speed 6 squares

Melee lightsaber +17 (2d8+10)

Ranged by weapon +17

Base Atk +16; Grp +17

Special Actions Cleave, Melee Defense, Redirect Shot, serenity, Severing Strike

Force Powers Known (Use the Force +20): *battle strike, mind trick (2), move object, surge, vital transfer*

Force Techniques Improved Sense Surrounding, Force Point Recovery, Improved Force Trance

Force Secrets Multitarget Power, Distant Power

Abilities Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 14

Talents Clear Mind, Deflect, Force Cloak, Force Cloak Mastery, Force Haze, Lightsaber Defense, Redirect Shot, Severing Strike, Weapon Specialization (lightsaber)

Feats Cleave, Dodge, Force Sensitivity, Force Training (2), Melee Defense, Mobility, Power Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsaber, pistol, simple weapons)

Skills Acrobatics +14, Initiative +14, Knowledge (Galactic Lore) +15, Perception +15, Use the Force +20

Possessions lightsaber, Jedi robes

Kam Solusar – D6 Stats

- Stats by Thomas

(As of Inferno)

Type: Jedi Master

DEXTERITY 4D

Blaster 4D+2, brawling parry 7D, dodge 8D+1, lightsaber 10D+2, melee parry 6D+1, running 6D+1, thrown weapons 5D+2

KNOWLEDGE 4D

Alien species 7D+1, cultures 5D+1, intimidation 6D, languages 5D+2, planetary systems 5D, streetwise 5D+2, survival 7D+2, survival: Yavin Four 9D+2, value 5D, willpower 9D+1

MECHANICAL 3D

Archaic starship pilot 4D, astrogation 4D+1, beast riding 5D, ground vehicle operation 5D+1, repulsorlift operation 5D, sensors 3D+2, space transports 6D, starship gunnery 4D, starship shields 3D+2

PERCEPTION 3D

Bargain 4D+1, command 6D, forgery 3D, hide 7D, persuasion 6D+2, search 6D+2, sneak 7D+1

STRENGTH 3D

Brawling 4D, Climb/Jumping 6D+1, Stamina 7D

TECHNICAL 2D

Blaster repair 2D+1, computer programming/repair 4D, droid programming 2D+1, first aid 6D+1, lightsaber repair 7D, repulsorlift repair 3D+2, security 6D+1, space transport repair 3D+2

Special Abilities:

Force Skills: Control 10D+1, sense 11D+2, alter 13D

These Force powers are only some that Kam Solusar has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, emptiness, force of will, hibernation trance, reduce injury, remain conscious, remove fatigue, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, Instinctive astrogation (sense), life detection, life sense, magnify senses, sense Force

Alter: Injure/kill, telekinesis

Control and Alter: Accelerate another's healing, control another's pain, inflict pain, remove another's fatigue

Sense and Alter: Affect mind, enhanced coordination, dim other's senses

Force Points: 7

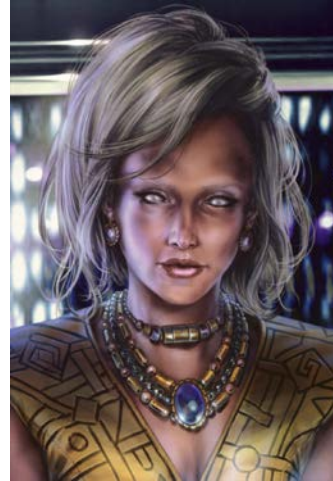
Dark Side Points: 1

Character Points: 17

Move: 10

Equipment: Lightsaber (5D), comlink, Jedi robes

Tionne Solusar



Jedi vs. Sith: The Essential Guide to the Force,
Chris Trevas

- Stats and Bio by Nar Cranor

Born on Imperial-occupied Rindao, Tionne grew up listening to her grandmother play ballads of the great Jedi Knights on her double viol. When Imperial stormtroopers arrested and executed her grandmother for treason, Tionne fled Rindao with the double viol and dedicated herself to learning the history of the Jedi Order. She spent many years moving from planet to planet, performing ballads in cantinas while gathering more information on the Jedi. Eventually, she had a major stroke of luck when she discovered Exis Station, and was in turn found by Jedi Luke Skywalker.

Skywalker sensed that Tionne was not very strong in the Force but still had some potential. Regardless, the enthusiastic Jedi historian was invited to be a part of Luke's initial class of Jedi students at the Yavin Four Jedi Academy. Tionne was a dedicated student and aided Master Skywalker in much of his research. Her fellow Jedi adored her, treasuring the ballads she would create to tell the tales of Jedi past and present. Tionne eventually achieved the rank of Jedi Knight and spent much of her time researching the history of the Jedi Order, seeking holocrons and ancient sites of historical significance.

During these travels, Tionne found many Force-sensitives who came to the Jedi Temple to train. Among these candidates were Tahiri Veila of Tatooine and Lyric of Yavin Eight. She was responsible for much of the early training of Tahiri and Anakin Solo and had several adventures with them, discovering the Holocron of Asli Krimsan, Obi-Wan Kenobi's lightsaber, and other valuable artifacts. She was also an invaluable source of information to the Jedi Order. Many Jedi, including Master Skywalker, Kyp Durron and Jaden Korr would turn to her for information on ancient threats, creatures, and Force techniques.

Eventually, Tionne fell in love with Kam Solusar, a fellow Jedi. The two were married shortly before the Yuuzhan Vong invasion, and the couple largely took over the day-to-day training of Jedi students. This freed Master Skywalker to focus more on overseeing the Jedi performing field work, and on working with the New Republic government. During the Yuuzhan Vong Invasion, Tionne and Kam Solusar were tasked with the important mission of keeping the next generation of Jedi Knights safely hidden from the Peace Brigade. They first moved the young Jedi aboard Booster Terrik's Star Destroyer, the *Errant Venture*, before moving them to the Maw Installation.

A decade after the end of the Yuuzhan Vong War, Tionne Solusar was in charge of the Jedi Academy alongside her husband, and was also a member of Luke Skywalker's Jedi High Council. When Jacen Solo fell to the dark side, he eventually decided to assault the Jedi Academy to neutralize their potential as a threat. This attack was led by a vicious man named Major Salle Serpa. Tionne ordered the remaining Jedi at the academy into hiding while she tried to reason with Major Serpa peacefully.

The Major was ordered to round up and kill the Jedi, however, and needed a way to draw the Jedi out of hiding. Caught by surprise, Tionne found herself the victim of a sudden and unprovoked attack by the unstable major. Tionne suffered several blaster wounds which damaged her leg and arm. Serpa hoped to draw the Jedi out of hiding so they would be easy prey for his snipers. In fact, some Jedi, including Kam, did break cover to try to rescue Tionne, but were killed or wounded by Serpa's snipers. Luckily for the Jedi, however, Jaina Solo arrived and killed the snipers and Major Serpa was disarmed before he could kill Tionne. Both Tionne and Kam recovered from their wounds and had their damaged arms and legs replaced with prosthetic limbs shortly afterward.

Tionne Solusar (As of *Inferno*) **CL 16**
Medium Middle-Aged Female Human Noble 5/Jedi 5/Jedi Knight 4/Jedi Master 2
Destiny 3 (Discovery destiny fulfilled, Education destiny ongoing);
Force 15
Init +10; **Senses** Perception +16
Languages Basic, Bith, Bocce, High Galactic, Huttese, Tusken
Defenses Ref 31 (flat-footed 30), Fort 31, Will 34, Deflect
hp 106; **Threshold** 31
Immune fear effects
Speed 6 squares
Melee lightsaber +12 (2d8+6)
Base Atk +14; **Grp** +15
Force Powers Known (Use the Force +17): *Force disarm* (2),

Force slam, *Force thrust*, *move object* (2), *rebuken* (2), *slow*†, *valort*
Force Techniques Improved Force Trance, Improved Rebuken*
Force Secrets Pure Power*

Abilities Str 7, Dex 13, Con 12, Int 15, Wis 17, Cha 18

Special Qualities serenity

Talents Deflect, Force Perception, Gauge Force Potential, Idealist*, Inspire Confidence, Instruction*, Skilled Advisor, Telekinetic Prodigy*, Telekinetic Savant

Feats Force Sensitivity, Linguist, Skill Focus (Gather Information, Knowledge: Galactic Lore), Quick Draw, Quick Skill**, Rapport*, Recall*, Skill Training (Use the Force), Vehicular Combat, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Gather Information +22, Knowledge: Galactic Lore +21, Knowledge: Life Sciences +15, Perception +16, Persuasion +17, Pilot +14, Ride +14, Treat Injury +16, Use Computer +15, Use the Force +17

Possessions lute, double viol, datapad, personal solar sailer (*Lore Seeker*), lightsaber (self-built)

* This feat can be found in *The Force Unleashed Campaign Guide*.

** This feat can be found in *Knights of the Old Republic Campaign Guide*.

† This Force power can be found in *Knights of the Old Republic Campaign Guide*.

Tionne Solusar – D6 Stats

- Stats by Thomas

(As of *Inferno*)

Type: Jedi Master

DEXTERITY 2D+2

Blaster 4D+2, dodge 8D, lightsaber 9D+2, melee parry 7D, pick pocket 3D+2, running 6D

KNOWLEDGE 4D

Alien species 7D, business 5D+2, cultures 7D, languages 7D+1, scholar 5D, scholar: folklore 9D, scholar: holocron 7D, scholar: Jedi history 10D+1, streetwise 5D+1, survival 6D+1, survival: Yavin Four 7D+1, value 7D, willpower 8D

MECHANICAL 3D+1

Archaic starships 6D, musical instrument operation 6D+1, musical instrument operation: lute 7D+1, musical instrument operation: double viol 8D, repulsorlift operation 6D+1, sensors 6D+2, space transports 6D+2, swoop operation 4D

PERCEPTION 4D

Bargain 7D+1, con 7D, gambling 5D, persuasion 8D+1, persuasion: storytelling 9D+2, search 6D, sneak 6D+2

STRENGTH 2D+1

Brawling 3D+1, climbing/jumping 3D+2, swimming 5D

TECHNICAL 2D

Blaster repair 3D, computer programming/repair 5D, droid programming 4D+2, first aid 6D+1, lightsaber repair 7D, instrument repair 5D, instrument repair: stringed instruments 6D

Special Abilities:

Force Skills: *Control 10D+2, sense 11D+1, alter 11D*

These Force powers are only some that Tionne Solusar has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, force of will, hibernation trance, reduce injury, remain conscious, resist stun*

Sense: *Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force*

Alter: *Telekinesis*

Control and Sense: *Lightsaber combat, projected telepathy*

Control, Sense, and Alter: *Affect mind, enhanced coordination*

Sense and Alter: *Lesser Force shield*

This character is Force-sensitive.

Force Points: 21

Character Points: 29

Move: 10

Equipment: Lightsaber (5D), Jedi robes, personal solar sailer (*Lore Seeker*), datapad, lute, double viol

Luke smiled. "You can always start your training now. It is never too late, as my sister has proven."

Saldor seemed to stare off into space, contemplating such thoughts. "No, no, I do not have the same luxury as her. There is still much my people need me for, if not as a leader then as a reconciler." He turned back towards Luke. "If the final hour is almost upon us, I am ready to do what is necessary."

Luke looked down at his hands and sighed. "Then let us talk of your Senator, Sanju Gree."

Sometime later...

The Confederation Fleet was preparing itself for a final jump into the Roche Asteroid Field and alarms went off. The fleet commander began barking out orders, but Sanju Gree seemed only to stare off blankly. "Senator, it seems your brethren have jumped in behind us," the commander said.

Sanju Gree could only squeal in joy. "He has come, he has come he has come!!!!" Before the commander could ask anything Gree turned around. "Leave us and enough ships to confront Lord Saldor, but send the rest of the fleet off to Roche."

The commander jumped up from his seat. "No, you have no authority in this matter. If Prime Minister Saldor is here to fight us, it will have to wait. We must strike at the Galactic Alliance while everyone else is attacking them."

Before the commander could continue Gree jumped in front of him. Laughing manically he procured a concealed knife from his sleeve, cutting the commander's throat. Gurgling and claspings his cut throat the commander made a vain attempt to attack Gree. He easily pushed the dying commander aside and shot him with a blaster pistol. Turning to his aide, he nodded. "It would seem our joint command has become a solo command. "Communications, tell Battlegroups One through Four to jump to Roche, and send our apologies for the delay. Battlegroup Five is to stay with us and confront Lord Saldor."

The crew quickly ran about following their orders. Ken Vraic came next to the Senator. "Nothing like fear to allow a mutiny to succeed. You do understand you were stationed here as an observer, sir, and really did not have any command role."

Gree turned around and hoisted Vraic in the air. With fury in his eyes he screamed, "IT DOES NOT MATTER!" Throwing him down on the ground, Gree sat down in 'his' command seat. The thought of Kal Saldor coming to again ruin his fun infuriated him. And the nerve of his own man to question his command! "Battlegroup Five, full about, Let us kill this traitor once and for all!"

"Prime Minister, most of the Confederation fleet has jumped, we have failed."

Short Stories

Endgame Scenario

By Matt Norton

Jedi Grand Master Luke Skywalker sat calmly in the meeting room on Endor. Across from him was the tall Druuk Kal Saldor. Luke could feel the other's pain from his recent injuries radiating off, but also a fiery determination. "Prime Minister Saldor, I cannot thank you enough for your help getting our Jedi Strike Team onto Coruscant. Saving Allana Djo from Colonel Solo would not have been possible without your help."

The Druuk nodded in approval, but looked grim. "I only did what I could to help the cause. With the news that Colonel Solo is a Sith now, one can only imagine the horror that young one would have endured."

Luke nodded, but could only wonder what Jacen would have done to his own daughter. "Regardless, I can sense this conflict is going to come to an end soon. The Force seems to hint at such."

"I have sensed that as well, but just hints that something is going to happen, nothing more. I do lament now never training as a Jedi."

Kal Saldor reached with the Force and could feel a familiar presence. He smiled. "No we have not. Our job was to delay their departure to allow the Jedi to do what they needed to do, and we have. Prepare the assault shuttles; I want to get aboard that flagship immediately."

The battle was quickly turning into a slugging match as the Druek ships fought the ragtag group of Corellian ships. The assault shuttle *Big Punch* rocketed almost haphazardly to the Confederation flagship. The shuttle rolled to the left as Saldor came onto the bridge. "Pilot, are you trying to get us killed or just wishing to see what we had for breakfast?"

"You said to get to the flagship immediately, it is either this or we get shot down." The ship shook violently from a direct hit. "Now sit down and get ready! We are almost there, and I want to get there alive!"

Saldor complied, buckling himself in. Doing a quick check of his armor, Druek sword and blaster, Saldor felt he was ready. The Druek fleet had been ordered to weaken the shields in time for him to latch onto the hull. It seemed they had succeeded as they ran straight for the ship hull and literally hit the hull of the command deck. Druek Soldiers immediately jumped out of their seats. Blaster rifles ready, they charged out the shuttle door. A flurry of blasters erupted on the command deck as Druek and Corellians fought. Saldor followed behind, but did not join in.

The scene was utter chaos. The left side of the command deck had been completely upended. Control panels unlucky to be in the shuttle's path now sparked across the other side of the room. The girders buckled as the Corellian ship attempted to maintain integrity. Druek and Corellians fought hand to hand, blaster to blaster. The fighting was intense, but the initial shock of the Druek assault was wearing off and the Corellians were rallying in defense of their ship. Saldor slowly walked out of the shuttle exit, enveloped in smoke from burning consoles. He coughed and attempted to wave it away.

Before he could find him Sanju Gree had tackled Kal Saldor. Turning his armored helmet towards his attacker, he wrestled to get a good view of Gree's face. All he saw was madness. His crazed eyes and gritted teeth made him look deranged. He had a deep cut to his forehead, with blood streaming down his pale white face. "DIE TRAITOR," screamed Gree.

Saldor threw Gree off him and got up. "Gree look at yourself, you need help."

Gree only screamed in reply, charging with his knife ready. Saldor quickly unsheathed his Druek sword. They met, blades clanging. Saldor, while the better swordsman, could not keep up with the lightening fast moves by Gree. With amazing deft Gree knocked the blade out of Saldor's hands. He then made a downward thrust toward Saldor. Saldor crossed his arms above

his head to stop the attack. He struggled under the weight of his attacker, surprised at Gree's ferocity.

Opening himself to the Force, Saldor felt his strength return to him. Slowly he stopped the downward strike. Concentrating again, he threw his arms up, knocking back Gree's arms and causing the senator to lose his knife. "Gree, brother, this is insanity! Look at yourself, you are a madman!"

"I am not your brother, and I AM NOT MAD! NO ONE UNDERSTANDS THE PLAN!" Gree charged again. He and Saldor locked hands, fighting with all of their might to overpower each other. "Why won't you give up Saldor, you are wrong, have always been wrong, you could never understand what I went through!"

"I do brother; it is you who does not understand. You have let your despair warp your memory, so that now you only remember that which fuels your vengeance. Let go of the anger, let go of the hate, end this pointless fight. Ala would not want her children fighting."

Enraged now, Gree quickly threw Saldor to the ground. Punch after punch, he tried desperately to break the armor on Saldor to give the death blow. Saldor struggled under the full weight of Gree, almost giving into despair, until he saw it.

His blaster lay only a couple meters away. What little ability in the Force he had, Saldor had to put it all into getting his blaster. He reached out, trying to ignore the pain of Gree's punches. The blaster began to jiggle toward him, but stopped as Gree's attack began to overwhelm Saldor. The pain was too much, it was practically drowning him.

But Saldor refused to give up, he would not let this mad man ruin the best chance for peace and prosperity for the galaxy. With renewed determination the blaster flew into his hands. With his last bit of strength he put the blaster to his brother's chest. Tears blurring his vision, he hesitated, not wanting to have to do this, but knowing he had to. He shot once, twice, as many as it took until his brother had a gaping hole in his stomach. Only then did Sanju Gree heave over and breathe his last breathe.

The bacta tank was all too familiar for Kal Saldor, but its rejuvenating powers felt good. Saldor was surprised to find Luke Skywalker waiting for him. "Grand Master Skywalker, what brings you here? Should you not be fighting Colonel Solo right now?"

Luke gave a pained smile. "Jacen...has been defeated. The war is over. You missed the peace ceremony yesterday."

Saldor was dumbfounded at what he heard. "Peace," he muttered. "I can get used to that." He looked up and smiled. "Finally, there is peace. Thank you for saving the galaxy Master Skywalker."

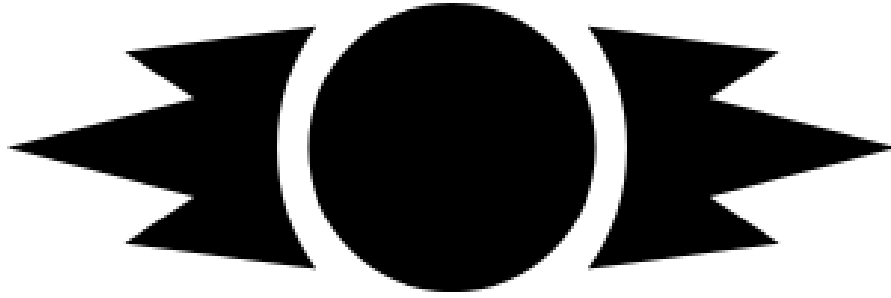
Saldor squeezed Luke's shoulder. "I did only what was necessary," Luke said in a resigned tone. "I hope this peace will be a lasting legacy for my family and friends."

"Indeed Master Skywalker, indeed. I can only hope that this is the last time family will shed blood against each other. We have both lost too much to make such an endeavor worthwhile anymore."

End



Jedi vs Sith: Essential Guide to the Force, Chris Trevas



CHAPTER 5: THE SITH RETURN

Dark Jedi

Alema Rar



The Complete Star Wars Encyclopedia

The last surviving member of the Gorog nest where she served Lomi Plo as the Night Herald, Alema survived a lightsaber duel with Leia Organa Solo on the world of Tenupe during the Swarm War. Alema's entire existence was bent on vengeance against the Solos and the Skywalkers for the many mutilations she suffered at their hands. While discovering that the Dark Lady Lumiya and Jacen Solo were working together, she killed the World Brain on Coruscant by mistake while trying to assassinate Jacen. Seeing that helping to corrupt Jacen was a perfect opportunity to avenge herself on the Solos, Alema then allied herself with the Dark Lady.

Alema became the prime suspect for Mara's murder after Luke Skywalker realized that Lumiya wasn't responsible. After engaging

the Solos and Skywalkers in a series of skirmishes, she ultimately met her end on Lumiya's asteroid lair when Jagged Fel killed her.

Alema Rar (As of *Tempest*)

CL 12

Medium Twi'lek Jedi 7/Scoundrel 2/Force Adept 3

Destiny 4; **Force** 6; **Dark Side** 11

Init +13; **Senses** Improved Telepathy, Perception +6

Languages Basic, Huttese, Ryl

Defenses Ref 26 (flat-footed), Fort 27, Will 28; Block, Deflect

hp 96; **Threshold** 27

Speed 6 squares

Melee lightsaber +12 (2d8+9) or

Melee lightsaber +10 (3d8+9) with Rapid Strike or

Melee lightsaber +7/+7 (2d8+9) with Double Attack or

Melee lightsaber +5/+5 (3d8+9) with Double Attack and Rapid Strike

Ranged by weapon +12

Base Atk +10; **Grp** +12

Attack Options Channel Aggression, Crippling Strike, Dastardly Strike, Double Attack, Rapid Strike

Special Options Combat Reflexes, Equilibrium

Force Powers Known (Use the Force +19): *battle strike*, *dark rage*, *Force grip*, *mind trick*

Force Techniques Improved Telepathy

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 16

Special Qualities Deceptive (may choose to reroll any Deception check, but must accept the second roll, even if it is a worse result), but result must be accepted even if worse), Great Fortitude, low-light vision

Talents Block, Channel Aggression, Crippling Strike, Dastardly Strike, Deflect, Equilibrium, Weapon Specialization (lightsabers)

Feats Acrobatic Strike, Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Rapid Strike, Skill Focus (Use the Force), Skill Training (Deception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Deception +14, Initiative +13, Use the Force +19

Possessions lightsaber (self-built), blowgun with various toxic darts, skin-tight jumpsuit

Alema Rar – D6 Stats

- Stats by dhawk

(As of Tempest)

Type: Dark Jedi

DEXTERITY 2D*

Blaster 6D+2, brawling parry 5D+1, dancing 7D, dodge 5D, grenade 6D, lightsaber 8D, melee combat 6D, melee parry 6D+1, running 5D, thrown weapons: blowgun 5D

KNOWLEDGE 3D

Alien species 4D, alien species: Yuuzhan Vong 5D, intimidation 6D, intimidation: interrogation 6D+2, languages 4D, planetary systems 4D, planetary systems: Ryloth 6D, scholar 4D, scholar: Jedi lore 5D, survival 6D+2, tactics 5D+1, willpower 5D*

MECHANICAL 3D

Astrogation 3D+2, beast riding 4D, communications 4D, repulsorlift operations 5D, space transports 5D, starfighter piloting 6D, starfighter piloting: X-Wing 7D, starship gunnery 6D+2, starship shields 4D

PERCEPTION 3D

Bargain 4D+1, command 5D, con 7D, con: disguise 7D+2, hide 7D+1, persuasion 6D, persuasion: seduction 7D, search 6D+2, sneak 7D+1

STRENGTH 2D*

Brawling 5D, climbing/jumping 4D, stamina 5D+2

TECHNICAL 3D

Computer programming/repair 5D+2, demolition 6D+1, droid repair 5D, first aid 4D+1, lightsaber repair 5D, security 7D, space transports repair 6D+1, starfighter repair 6D+1

Story Factors:

Disabled arm: Alema Rar lost the use of her left arm during a lightsaber duel with Luke Skywalker. She takes a 1D penalty to all actions requiring two arms (except for lightsaber-related skills).

*Sustained injuries: Alema Rar lost her right leg in a duel with Leia Organa Solo, deeply affecting her social skills, as well as

contributing to her insanity (split-personalities). As a result, her *Perception* attribute has been reduced to 3D from the original 4D, and her *willpower* skill has been reduced. Also due to her wounds sustained on Tenupe, (loss of half of one foot, and severe physical marring by a Tenupian spidersloth), her *Dexterity* and *Strength* attributes have been reduced to 2D (-1D from the original 3D in both attributes respectively); her *Move* has also been reduced to 8 from the original 10.

Special Abilities:

Force Skills: *Control* 6D, *sense* 5D+1, *alter* 6D

These Force powers are only some that Alema Rar has thus far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, burst of speed¹, concentration, control pain, emptiness, enhance attribute, force of will, Force stealth¹, hibernation trance, remain conscious, remove fatigue, resist stun

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Force push¹, kinetic combat¹, injure/kill, shadow bomb¹, telekinesis

Control and Sense: Battle meld¹, farseeing, lightsaber combat, projective telepathy

Control and Alter: Control another's pain, Force jump¹, Force lightning, inflict pain, transfer Force

Sense and Alter: Cloak¹, dim other's senses, Force voice¹, friendship, lesser Force shield

Control, Sense, and Alter: Affect mind, control mind, doppelganger, Force flash¹, illusion, memory wipe, projected fighting, telekinetic kill

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 6

Dark Side Points: 11

Character Points: 24

Move: 8*

Equipment: Black robes, lightsaber (5D), blowgun (with various poisons), skin-tight jumpsuit

(As of Sacrifice)

Brawling parry 5D+2, lightsaber 8D+1, demolition 6D+2, melee parry 6D+2, hide 7D+2, sneak 7D+2, space transports repair 6D+2, thrown weapons: blow gun 5D+1, willpower 4D+2*

Special Abilities:

Force Skills: *Control* 6D+1, *sense* 5D+2, *alter* 6D+1

Control: Pall of the dark side

Sense and Alter: Cloak of shadow¹

Control, Sense, and Alter: Force phantom¹

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 14

Character Points: 15

Equipment: Black robes, lightsaber (5D), blowgun (with various poisons), skin-tight jumpsuit

(As of Fury)

Brawling parry 6D, demolition 7D, lightsaber 8D+2, melee parry 7D, hide 8D, scholar: Sith lore 4D, sneak 8D, willpower 4D+1*

Special Abilities:

Force Skills: *Sense 6D*

Control, Sense, and Alter; Battle meditation

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 17

Character Points: 11

Equipment: Black robes, lightsaber (5D), Sith Meditation Sphere, blowgun (with various poisons), skin-tight jumpsuit

The Order of the Sith Lords

Founded by Darth Bane around 1,000 BBY, the Order of the Sith Lords died with Darth Sidious in 11 ABY. However, the Sith legacy was preserved in Lumiya's Sith, a collection of darksiders loosely related to Darth Bane's Order. As an Emperor's Hand, Lumiya had a limited knowledge of Sith teachings and dark side techniques during her tutelage under Emperor Palpatine and Darth Vader.

When both Sith Lords perished at the Battle of Endor, it was thought that the Order was at last extinct. However, Sidious managed to survive Vader's betrayal by transferring his consciousness to one of his many clones on the Deep Core throneworld of Byss. Because all of Sidious' clones were destroyed by Carnor Jax on Byss, Sidious ultimately met his demise in 11 ABY on Onderon. Afterwards, Lumiya proclaimed herself as his successor. A strict adherent to the teachings of Darth Bane, Lumiya preserved the Rule of Two in her Order, and thus she searched for only one Sith apprentice to serve at her side.

After passing over two failed apprentices, the Dark Lady successfully seduced Jacen Solo, a grandson of Darth Vader and a Jedi Knight of the Galactic Alliance, to the dark side. As her successor in 40 ABY, Solo accepted the Sith mantle as Darth Caedus, the first active Dark Lord of the Sith since the time of Sidious. Upon Lumiya's death, Caedus took Tahiri Veila as his Sith

apprentice. However, the Order of the Sith Lords would ultimately die out upon Caedus' death and Veila's redemption.

Darth Caedus



The Essential Atlas, Chris Trevas

In 40 ABY, Jacen Solo was assigned, along with his cousin Ben Skywalker, on a mission to deactivate Centerpoint Station. But while the mission was successful, tensions between the Galactic Alliance and the Corellians still erupted into full scale war. Jacen eventually followed a trail of clues to Lorrd, where he, his former apprentice Nelani Dinn, and Ben Skywalker met up with a woman named Brisha Syo. The four of them travelled to the Home, an asteroid in the Kanz Sector that was originally the lair of the Sith Lord Darth Vectivus.

Brisha Syo then revealed herself to be Lumiya, the self-proclaimed Dark Lady of the Sith, and offered Jacen the means to prevent full-scale war between the Galactic Alliance and the Corellians: by becoming a Sith Lord. Conflicted with multiple visions of possible futures, Jacen chose to accept Lumiya's tutelage and killed Nelani Dinn. Eventually, Jacen is appointed as Joint Chief of State alongside Admiral Cha Niathal as a result of his actions as leader of the Galactic Alliance Guard.

Jacen's descent to the dark side couldn't be completed until he finally decided who among his loved ones would make a proper sacrifice to prove himself worthy of becoming a Sith Lord. Torn between choosing his parents, cousin, aunt, or his lover Tenel Ka and their daughter, Jacen couldn't decide who to sacrifice. Finally, to protect his identity as the newly emerging Sith Lord, Jacen chose Mara Jade Skywalker as his sacrifice and killed her.

After privately adopting the Sith name Darth Caedus, Jacen attempted to punish the Wookiees for providing asylum to the Jedi when they abandoned the Galactic Alliance en masse during the

Battle of Kuat. After capturing and torturing his cousin, Ben Skywalker, Caedus was confronted by Luke Skywalker himself. After barely surviving a lightsaber duel with Luke, Caedus was then angered and betrayed at Tenel Ka's decision to abandon the Galactic Alliance and have her fleet open fire on the *Anakin Solo*, his flagship.

To punish Tenel Ka for her betrayal, Caedus abducted their daughter Allana and threatened to kill her unless the Queen Mother relinquished the Hapan fleet to Caedus. Forced to comply, Tenel Ka later asked the Jedi to rescue Allana. In the meantime, Caedus told Allana that he was her father. During the Battle of Centerpoint Station, while Caedus intended to capture the superweapon, the Jedi successfully rescued Allana and also destroyed the Centerpoint Station.

Hoping to score a tactical victory, Caedus decided to attack Fondor. Dispatching his new apprentice Tahiri Veila to the Imperial Remnant, he offered Bilbringi and Borleias as prizes to Admiral Pellaeon and the Moff Council to get their cooperation for the coming battle. After Admiral Niathal joined her fleet with both Caedus' and the Imperial Remnant's fleets, Niathal, Caedus and Pellaeon all met on Pellaeon's flagship, the *Bloodfin*. Caedus ordered his apprentice to stay aboard *Bloodfin*, in case Pellaeon betrayed them. Tahiri was to eliminate Pellaeon if he refused to assist Caedus.

Caedus later decided to fly his StealthX to discover the reason for the absence of the mines that he had ordered deployed prior to his arrival. Shortly after launching, Caedus was assaulted by numerous phantoms in an illusion manifested by Luke Skywalker. Due to Luke's mastery of the Force, Caedus nearly lost his starfighter to the minefield.

During the Battle of Fondor, Caedus ordered the bombardment of Fondor's capital after he successfully used the Force to drop Fondor's planetary shields. Upon Fondor's surrender, Caedus ordered the continuation of the bombardment, but Niathal and Pellaeon refused to assist him, and Caedus was forced to attack his rival fleets.

Upon Pellaeon's assassination, Caedus was again forced on the defensive when Admiral Daala and the Maw Irregular Fleet arrived to assist Admiral Niathal. After retrieving Tahiri from the *Bloodfin*, Caedus and the rest of his fleet retreated to Coruscant.

Prior to the Second Battle of Roche, Caedus offered to the Moff Council his assistance in securing a new Empire, with him as titular head. When the Mandalorians returned to Roche to liberate their allies, Caedus aided the Moffs from being eliminated by his sister and a group of Mandalorians, and then proceeded to duel who he thought was Luke but actually was his sister. (Luke Force-projected an illusion of himself dueling Caedus, to mask the threat

that Jaina posed to her twin). Jaina managed to cut off Caedus' arm before she was forced to flee.

Using the Nightsister *blood trail* spell, Caedus tracked his sister to Shedu Maad in the Transitory Mists of the Hapes Cluster. Soon after, during the Battle of Uroro Station, Caedus engaged in another lightsaber duel with his sister. After being mortally wounded, Caedus sacrificed a chance to kill Jaina by sending a telepathic warning to Tenel Ka about an imminent nanovirus attack staged by the Imperials that targeted anyone of Hapan royal blood, including both her and Allana. As Caedus screamed through the Force at Tenel Ka to save herself and their daughter, Jaina struck the blow that killed her brother and ended their twin bond in the Force forever.

Jacen Solo (As of *Betrayal*)

CL 14

Medium Human Jedi 11/Jedi Knight 3

Destiny 5; Force 6, Strong in the Force; **Dark Side 8**

Init +15; Senses Improved Sense Surroundings, Perception +19

Languages Basic, Mon Calamarian, Shyriiwook

Defenses Ref 29 (flat-footed 26), Fort 27, Will 29

hp 120; Threshold 27

Speed 6 squares

Melee unarmed +16 (1d4+9) or

Melee unarmed +14 (2d4+9) with Rapid Strike or

Melee lightsaber +18 (2d8+11) or

Melee lightsaber +18 (2d8+13) with both hands or

Melee lightsaber +16 (3d8+13) with Rapid Strike or

Melee lightsaber +13/+13 (2d8+13) with Double Attack or

Melee lightsaber +11/+11 (3d8+13) with Double Attack and Rapid Strike

Base Atk +14; Grp +17

Atk Options Double Attack, Rapid Strike

Special Actions Block, Deflect, Lightsaber Defense +2, Quick Draw

Force Powers Known (Use the Force +19): *battle strike* (2), *farseeing* (2), *Force slam* (2), *Force thrust* (2), *mind trick*, *move object*, *rebukey*, *surge*

Force Techniques Improved Sense Surroundings

Starship Maneuvers Known (Pilot +15): *evasive action*, *intercept*, *target sense* (2)

Abilities Str 14, Dex 17, Con 12, Int 14, Wis 16, Cha 14

Talents Clear Mind, Block, Deflect, Lightsaber Defense (x2), Weapon Specialization (lightsabers), Force Perception, Visions

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Quick Draw, Rapid Strike, Skill Focus (Use the Force), Starship Tactics, Strong in the Force, Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)

Skills Endurance +13, Initiative +15, Perception +15 (may substitute Use the Force +19 instead), Pilot +15, Use the Force +19

Possessions lightsaber (self-built), Jedi robes, GAG uniform, StealthX starfighter, *Anakin Solo* (Imperial II-class Fifth Fleet flagship)

Darth Caedus (As of *Invincible*)

CL 16

Medium Human Jedi 11/Jedi Knight 3/Sith Apprentice 1/Sith Lord 1

Destiny 5; Force 18; Dark Side 17

Init +16; **Senses** Low-light vision, Perception +20

Languages Basic, Mon Calamarian, Shyriiwook

Defenses Ref 32 (flat-footed 29), Fort 30, Will 32

hp 136; **Threshold** 30

Speed 6 squares

Melee unarmed +18 (1d4+10) or

Melee unarmed +16 (2d4+10) with Rapid Strike or

Melee lightsaber +20 (2d8+12) or

Melee lightsaber +20 (2d8+14) with both hands or

Melee lightsaber +18 (3d8+14) with Rapid Strike or

Melee lightsaber +15/+15 (2d8+14) with Double Attack or

Melee lightsaber +13/+13 (3d8+14) with Double Attack and Rapid Strike

Base Atk +16; **Grp** +19

Atk Options Double Attack, Rapid Strike

Special Actions Block, Deflect, Fearless, Lightsaber Defense +2, Quick Draw, Temptation

Force Powers Known (Use the Force +20): *battle strike* (2), *dark rage*, *farseeing* (2), *Force disarm*, *Force lightning* (2), *Force slam* (2), *Force thrust* (2), *mind trick*, *move object*, *rebuke*, *surge*

Force Techniques Improved Sense Surroundings

Starship Maneuvers Known (Pilot +15): *evasive action*, *intercept*, *target sense* (2)

Abilities Str 14, Dex 17, Con 12, Int 14, Wis 17, Cha 15

Talents Block, Clear Mind, Dark Healing, Deflect, Force Perception, Lightsaber Defense (2), Power of the Dark Side, Visions, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Boon, Force Sensitivity, Force Training (4), Quick Draw, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)

Skills Endurance +14, Initiative +16, Perception +16 (may substitute Use the Force +20 instead), Pilot +16, Use the Force +20

Possessions lightsaber (self-built), Jedi robes, GAG uniform, StealthX starfighter, *Anakin Solo* (Imperial II-class Fifth Fleet flagship)

Darth Caedus – D6 Stats

(As of *Betrayal*)

Type: Jedi Knight

DEXTERITY 3D

Brawling parry 7D, dodge 6D+2, lightsaber 8D+1, melee combat 5D, melee parry 5D+1, running 5D

KNOWLEDGE 3D+1

Alien species 4D+1, bureaucracy 4D, languages 6D, scholar 6D, scholar: animals 7D, survival 6D+1, willpower 5D+2

MECHANICAL 3D

Astrogation 5D, beast riding 3D+2, communications 3D+2, repulsorlift operation 4D+1, starfighter piloting 6D+2, starship gunnery 6D+2, starship shields 5D+2

PERCEPTION 3D+1

Bargain 4D+1, con 5D, hide 3D+2, persuasion 4D, search 3D+2, sneak 4D+2

STRENGTH 3D

Brawling 4D+2, climbing/jumping 4D+2, stamina 5D

TECHNICAL 2D+1

First aid 4D+2, lightsaber repair 4D

Special Abilities:

Force Skills: *Control* 8D, *sense* 7D+1, *alter* 6D+2

These Force powers are only some that Jacen Solo has thus far demonstrated:

Control: *Accelerate healing*, *art of the small* (control)², *concentration*, *control pain*, *emptiness*, *force of will*, *hibernation trance*, *immerse*³, *remain conscious*, *remove fatigue*, *resist stun*

Sense: *Beast languages*, *danger sense*, *combat sense*, *life detection*, *life sense*, *life web*, *magnify senses*, *receptive telepathy*, *sense Force*, *sense path*, *sense scribing*³

Alter: *Telekinesis*

Control and Alter: *Art of the small* (control and alter)², *immerse another*³, *imprint*², *scribing*³

Control and Sense: *Farseeing*, *lightsaber combat*

Sense and Alter: *Lesser Force shield*

Control, Sense, and Alter: *Affect mind*, *flow-walk*², *image*³

Dathomiri Magic:

*Absorb/dissipate energy*³ 3D, *concentration*³ 3D, *life detection*³ 3D, *light globe*² 2D, *seeking spell*³ 4D+1, *spell of discovery*³ 6D, *telekinesis*³ 3D

¹Described in *The Clone Wars Campaign Guide – D6*

Conversions (conversion by Gry Sarrh and Cheshire)

²*Described in Chapter 1: Heroic Traits*

³*Described in Cracken's Threat Dossier*

This character is Force-sensitive.

Force Points: 7

Dark Side Points: 4

Character Points: 41

Move: 10

Equipment: Lightsaber (5D), Jedi robes, StealthX starfighter

(As of Sacrifice)

Type: Sith Lord

Special Abilities:

Force Skills: Control 10D+1, sense 8D+1, alter 7D+2

Control: Rage

Alter: Bolt of hatred, injure/kill

Control and Alter: Aura of uneasiness, feed on dark side, Force lightning

Control, Sense, and Alter: Memory wipe

This character is Force-sensitive.

Force Points: 7

Dark Side Points: 10

Character Points: 16

Move: 10

Equipment: Lightsaber (5D), Galactic Alliance Guard uniform, StealthX starfighter, *Anakin Solo* (Imperial II-class Fifth Fleet flagship)

(As of Invincible)

Special Abilities:

Force Skills: Control 10D, sense 8D, alter 7D+1

Sense: shatterpoint sense², shatterpoint strike²

Dathomiri Magic:

*Blood trail*² 4D

²*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 7

Dark Side Points: 15

Character Points: 7

Move: 10

Equipment: Lightsaber (5D), Galactic Alliance Guard uniform, StealthX starfighter, *Anakin Solo* (Imperial II-class Fifth Fleet flagship)

Lumiya, Dark Lady of the Sith



The Essential Atlas, Chris Trevas

During the Yuuzhan Vong War, Dark Lady of the Sith Lumiya met Vergere, a Fosh Jedi Knight and, unbeknownst to anyone else, a failed Sith apprentice to Darth Sidious. Vergere and Lumiya began to plan on who should properly inherit the mantle of Dark Lord of the Sith. They dismissed Luke Skywalker as being too dogmatic, Leia Organa Solo as being too afraid of her father's Sith legacy, Jaina Solo too emotional, Mara Jade too attached to her husband and son, and Kyp Durron as too unpredictable and stubborn. After discussing the suitability of these candidates, they finally agreed that Jacen Solo had the most potential of being the future Dark Lord of the Sith. It wouldn't be until approximately twelve years after Vergere's death (during the Battle of Ebaq 9, in 28 ABY) that Lumiya would offer Jacen the opportunity to become the Dark Lord of the Sith.

During the early stages of the Second Galactic Civil War, Jacen asked Lumiya if she still had any animosity towards Jacen's former master, Luke Skywalker. Lumiya claimed that she was beyond seeking vengeance on Luke. To test her truthfulness to him, Jacen summoned a disguised Lumiya to the Jedi Temple on Coruscant. To prove Lumiya's assertion of being beyond vengeance, he situated Lumiya near his uncle; if she attacked Luke, then he would know that she had lied to him, and he would abandon the path of becoming a Sith Lord. Lumiya made no effort to attack her former lover, and passed Jacen's test. Lumiya then proceeded to lay the groundwork for his elevation to Sith Lord.

Doubting that Ben Skywalker would make a suitable Sith apprentice for Jacen, she hired a Bothan called Byalfin Dyr to steal a Sith amulet and give it to a courier named Faskus, who had instructions to bring it to specific coordinates of Ziost. Dyr and his pirates were to eliminate him afterwards. When Dyr updated her that Faskus had brought his daughter Kiara and that Ben had

assumed responsibility for her after Faskus' death, she knew that Ben's destiny wasn't to be Jacen's Sith apprentice; Lumiya then ordered Dyr and his pirates to eliminate Ben and Kiara. However, Ben and Kiara managed to escape Zioist in an ancient and self-aware Sith meditation sphere that called itself Ship.

After Ben arrived on the Anakin Solo, Jacen made sure that Ship fell into Lumiya's possession. Lumiya was surprised to learn from Ship that Jacen had a lover and child on Hapes. She quickly deduced that this lover was Tenel Ka and that Allana was their daughter. She was amazed and impressed that Jacen had been so successful in keeping this knowledge secret so long.

To draw suspicion away from Jacen while he was dueling Mara Jade Skywalker on Kavan, Lumiya intentionally placed herself in the area. When Jacen killed Mara, she immediately noticed a shift in the Force and that Ben Skywalker's hold over Ship was immediately severed. She commanded the meditation sphere go to Kavan to ferry the new Sith Lord to Zioist. On Zioist, she met with Jacen and gave him new instructions on how to proceed in consolidating his power. As a final distraction to the Jedi, she offered to misrepresent herself as Mara Jade Skywalker's murderer and returned to Hapan space. No longer concealing her Force presence, she was eventually found by Luke Skywalker and was forced to land on Terephon. There, the two dueled one final time. The confrontation ended with Lumiya losing her head. Her last thoughts were that with her death, Darth Caedus would stay undiscovered until it was too late.

Lumiya (As of *Sacrifice*)

CL 19

Medium Human Scoundrel 1/Jedi 9/Sith Apprentice 9

Destiny 7; Force 6, Strong in the Force; **Dark Side 15**

Init +17; Senses Improved Sense Surroundings, Perception +16

Languages Basic, Mon Calamarian, Huttese, Sith

Defenses Ref 36 (flat-footed 31), Fort 36, Will 33; Armored Defense, Block, Dark Presence, Deflect

hp 158; Threshold 36

Speed 6 squares

Melee lightwhip +22 (2d4+13, 2 square reach) or

Melee lightwhip +20 (3d4+13, 2 square reach) with Rapid Strike or

Melee lightwhip +17/+17 (2d4+13, 2 square reach) with Double Attack or

Melee lightwhip +12/+12/+12 (2d4+13, 2 square reach) with Triple Attack or

Melee lightwhip +10/+10/+10 (3d4+13, 2 square reach) with Rapid Strike and Triple Attack

Ranged by weapon +21

Base Atk +18; Grp +21

Atk Options Double Attack, Power of the Dark Side, Rapid Strike, Severing Strike, Sneak Attack, Triple Attack, Wicked Strike

Special Actions Block, Deflect, Force Deception, Improved Force Trance, Improved Sense Force

Force Powers Known (Use the Force +21): *battle strike* (2), *dark rage* (2), *Force grip*, *Force slam*, *mind trick* (3)

Force Techniques Force Point Recovery, Improved Force Trance, Improved Sense Surroundings, Improved Sense Force

Abilities Str 15, Dex 17, Con 17, Int 16, Wis 15, Cha 15

Special Qualities life support

Talents Armored Defense, Block, Deflect, Dark Presence, Force Deception, Greater Weapon Focus (lightsabers), Power of the Dark Side, Severing Strike, Weapon Specialization (lightsabers), Wicked Strike

Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Point Blank Shot, Rapid Strike (lightsabers), Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, blaster pistols, simple weapons)

Skills Acrobatics +17, Deception +16, Initiative +17, Perception +16, Persuasion +16, Pilot +17, Use the Force +21

Possessions lightwhip (self-built), custom armor (treat as armored flight suit with helmet package), cybernetic prosthetics (4, both arms and legs), Sith robes, numerous disguises, asteroid lair

Life Support – Due to injuries sustained from a dogfight with Luke Skywalker, Lumiya is completely dependent upon the life support granted by her armor, or a specially constructed sealed chamber designed specifically for her. Without this special life support, Lumiya begins to suffocate (see Hold Breath – *Saga Edition Core Rulebook*, page 66)

Lightwhip – Full details of the lightwhip and its capabilities are listed in *Threats of the Galaxy*, page 84.

Lumiya – D6 Stats

- Stats created by Gary Astleford

(As of *Sacrifice*)

DEXTERITY 3D+2

Blaster 9D+2, dodge 9D, lightsaber 9D+2, lightwhip 10D+1, melee combat 9D, melee parry 9D

KNOWLEDGE 2D+2

Alien species 4D, intimidation 7D, languages 3D+2, planetary systems 5D+2, scholar 4D+2, scholar: Sith lore 5D+2, survival 5D+2

MECHANICAL 3D+1

Astrogation 5D+1, starfighter piloting 5D, starship gunnery 8D+2
starship shields 5D

PERCEPTION 3D

Con 5D+1, con: disguise 5D, hide 4D+1, investigation 4D+2,
persuasion 5D+1, search 6D, sneak 4D+1

STRENGTH 3D

Brawling 8D+1, stamina 6D

TECHNICAL 2D+1

Computer programming/repair 5D, lightsaber repair 6D, lightwhip
repair 4D+2, security 3D+2

Special Abilities:

Force Skills: *Control* 9D, *sense* 6D+1, *alter* 5D+2
These Force powers are only some that Lumiya has thus far
demonstrated:

Control: Absorb/dissipate energy, accelerate healing, control
pain, emptiness, enhance attribute, force of will, hibernation
trance, rage

Sense: Combat sense, danger sense, life detection, life sense,
magnify senses, sense Force, shift sense

Alter: Injure/kill, telekinesis

Control and Alter: Inflict pain, hatred¹

Control and Sense: Farseeing, lightsaber combat

Sense and Alter: Force wind

Control, Sense, and Alter: Affect mind, telekinetic kill, waves of
darkness

¹Described in Chapter 1: Heroic Traits

This character is Force-sensitive.

Force Points: 9

Dark Side Points: 20

Character Points: 34

Move: 10

Equipment: Lightwhip (5D), custom armor (+1D physical, +1D+1
energy), Sith robes, numerous disguises, asteroid lair

**Lumiya's Lightwhip (Star Wars Gamer #5, text, page 47 &
sidebar, page 48)** – Converted by Gary Astleford

Model: Lumiya's Lightwhip

Type: Custom melee weapon

Scale: Character

Skill: *Dexterity:* Lightwhip

Cost: Not available for sale

Availability: 4, X

Difficulty: Moderate

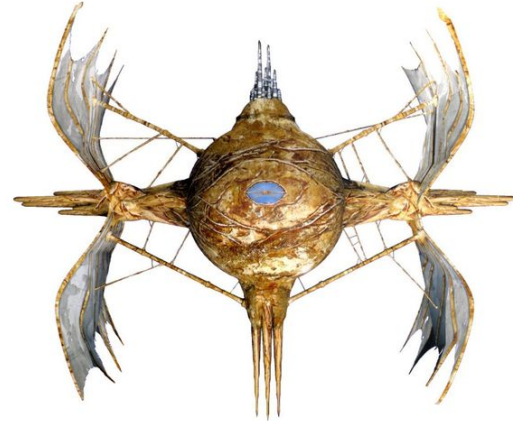
Damage: STR+3D+2 (maximum: 7D)

Game Notes: Lumiya's lightwhip is armed with lacerating
tentacles formed from a Kaiburr crystal shard and Mandalorian
iron. In addition to its use as a weapon, the whip grants its user

a +1D bonus to rolls when attempting to trip or disarm
opponents.

Source: *Star Wars Gamer Magazine #5* (pages 47-48), *Threats
of the Galaxy* (page 84), *Jedi Academy Training Manual* (page
53)

Ship



The Official Star Wars Fact File, Issue #98

The Sith meditation sphere was an ancient warship used by
Sith Lords of the ancient Sith Empire as a command ship.
Resembling giant, floating eyeballs with batlike wings, they were ten
meters in diameter. Eventually the spheres would be replaced by
meditation chambers that were installed aboard larger Sith vessels.
At least one meditation sphere survived the Great Hyperspace War
on Ziost.

While stranded on Ziost, Ben Skywalker discovered, activated,
and piloted this Sith meditation sphere during the Second Galactic
Civil War. The ship was self-aware and guided Ben to it
telepathically over the course of several days. When Ben asked it
how it should be addressed, the meditation sphere replied that it
should simply be called Ship. It explained that it had formerly been
piloted by a female of the original Sith species. Ship told Ben that it
was armed with Force transmitters, a ventral laser cannon, and a
dorsal magnetic accelerator launcher.

Once Ben had returned to the Anakin Solo with Ship, Jacen
Solo gave it to Lumiya. Before Lumiya left the Anakin Solo to return
to her lair, Ben once again spoke with Ship, who was intensely
curious where all the Sith had gone. After Lumiya's death at the
hands of a grief-stricken Luke Skywalker, Alema Rar was able to
convince Ship that she was an ally of Caedus and Lumiya.

Alema Rar used the sphere to take her to Lumiya's lair, where
she found a chip with Korriban's coordinates. She used the data on
the chip to journey to Korriban, hoping that there were Sith present
to assist Caedus. After the One Sith refused her entreaties, she

then traveled to Kashyyyk and helped the Anakin Solo escape following its attack on that world.

Jaina Solo, Zekk, and Jagged Fel tracked Ship to Lumiya's lair, Zekk was able to call on the dark side of the Force to convince Ship to leave Alema's service. Ship abandoned her and in an attempt to find a truly worthy master, returned to Ziost. Later, Ship was contacted by Dician, commanding the Poison Moon, which was affiliated with the One Sith. Dician spoke with the sphere and demanded it to return to Korriban with her and serve the One Sith. Ship rejected the philosophy of the new Sith Order and departed Ziost, in search of worthy adherents.

Sith Meditation Sphere [Self-Aware] CL 11

Gargantuan starfighter

Init +4; Senses Perception +4

Defenses Ref 15 (flat-footed 11), Fort 16; +11 armor
hp 60; DR 10; Threshold 36

Speed fly 16 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)

Ranged laser cannon +5 (see below), or
magnetic accelerator launcher +5 (see below), or
Force transmitters *(see note)

Fighting Space 2x2 or 1 (starship scale); **Cover** total

Base Atk +1; **Grp** +22

Atk Options autofire (laser cannon)

Abilities Str 22, Dex 19, Con --, Int 19

Skills Initiative +4, Mechanics +4, Perception +4, Pilot +4, Use Computer +4

Crew 1 (Pilot); **Passengers** none

Cargo 10kg; **Consumables** 1 week; **Carried Craft** none

Payload 30 magnetic balls

Hyperdrive x2, navicomputer: Ship's awareness

Availability Military; **Cost** Not available for sale

Laser Cannon (pilot)

Atk +5 (+5 autofire); **Dmg** 5d10x2

Magnetic Accelerator Launcher (pilot)

Atk +5; **Dmg** 10d10x2

***Force Transmitters** In addition, the Sith meditation sphere has Force transmitters that provide a +2 bonus to all [Mind-Affecting] Force powers within 10 squares.

Ship – D6 Stats

Craft: Self-aware Sith-Engineered Meditation Sphere

Type: Command ship

Scale: Starfighter

Length: 10 meters in diameter

Skill: Starfighter piloting: Sith meditation sphere 5D

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 5D

Passengers: None

Cargo Capacity: 10 kg

Consumables: 1 week

Cost: Not available for sale

Hyperdrive Multiplier: x2

Nav Computer: No, Ship's awareness can calculate jumps

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1,000 km/h

Hull: 4D

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

Laser Cannon

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/8/18

Atmosphere Range: 50-100/350/650 meters

Damage: 5D

Magnetic Accelerator Launcher

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1/3

Ammo: 30 magnetic balls

Space Range: 3-5/30/100

Atmosphere Range: 200-500/3/5 km

Damage: 10D

Game Notes: This weapon must be charged for two rounds before firing.

Note: In addition, the Sith meditation sphere has Force transmitters that provide a +1D boost to Force powers.

Tahiri Veila



The New Essential Chronology: John Van Fleet

After returning to the Jedi Order from her banishment to Dagobah during the Swarm War in 36 ABY, Tahiri eventually became Darth Caedus' Sith apprentice during the later stages of the Second Galactic Civil War. Caedus seduced Tahiri to the dark side by *flow-walking* repeatedly with her to the time just before Anakin Solo's death during the Yuuzhan Vong War. It was this repeated emotional abuse in the exploitation of her love for Anakin that Caedus would successfully drive Tahiri to willingly join him as his apprentice. In an effort to garner support from the Imperial Remnant for her master, Tahiri assassinated Grand Admiral Pellaeon on the *Bloodfin* during the Second Battle of Fondor. With this act, she became Darth Caedus' apprentice.

However, the longer she continued as Caedus' apprentice, the more she regretted her actions. When Caedus revealed to her the true nature of *flow-walking*, specifically that the technique was incapable of changing the past, she was crushed. He freely admitted to her that the technique he used to seduce her to the dark side was nothing more than a lie. Upon learning this truth, her resolve as a Sith was greatly weakened and her loyalty to her master shattered, though her loyalty to the Galactic Alliance remained.

During the Battle of Uroo Station, Caedus dispatched Tahiri with Imperial Elite Guard stormtroopers to the surface of Shedua Maad with a baradium bomb to destroy the Jedi base. Meeting her and the Imperials, Ben Skywalker and a squad of Hapan soldiers engaged them in battle. As Tahiri escaped through a tunnel, Ben pursued her. As they dueled, Ben sensed that Tahiri didn't want to hurt him. Ben successfully argued that her loyalty to Caedus and the Sith Order was never absolute. Ben also argued that she could

not go through with destroying the Jedi base and that he suspected that Tahiri was attempting to kill herself. Because of the guilt she carried, and the truth about the nature of *flow-walking*, Tahiri renounced her allegiance to Caedus and the Sith. Knowing that her actions would not permit her readmittance to the Jedi Order, she then told Ben that she intended to disappear; however, after Ben offered to lie to cover her escape, she instead surrendered to Ben and the Jedi Order unconditionally.

Shortly after the end of the war, Tahiri would provide the Jedi Order and their allies information about the final days and actions of Darth Caedus and the Imperial Moff Council. After her release from custody, she would pursue life as a bounty hunter.

Tahiri Veila (As of *Invincible*)

CL 12

Medium Human Jedi 9/Jedi Knight 2/Sith Apprentice 1

Destiny 6; Force 6; Dark Side 13

Init +12; Senses Improved Sense Surroundings, Perception +13

Languages Basic, Tusken

Defenses Ref 23 (flat-footed 22), Fort 23, Will 24

hp 63; Threshold 23

Speed 6 squares

Melee lightsaber +15 (2d8+9) or

Melee lightsaber +13 (3d8+10) with Rapid Strike or

Melee lightsaber +10/+10 (2d8+10) with Double Attack or

Melee lightsaber +8/+8 (3d8+10) with Double Attack and Rapid Strike

Ranged blaster pistol +13 (3d6+6)

Base Atk +12; Grp +13

Attack Options Combat Reflexes, Double Attack, Power Attack, Rapid Strike, Wicked Strike

Special Options Acrobatic Recovery, Block, Deflect, Resilience

Force Powers Known (Use the Force +18): *Force Lightning*, *Force Slam*, *Force Thrust*, *mind trick*, *move object*, *rebuke*

Force Techniques Improved Sense Surroundings

Abilities Str 13, Dex 13, Con 12, Int 13, Wis 14, Cha 14

Talents Acrobatic Recovery, Resilience, Block, Deflect, Weapon Specialization (lightsabers), Greater Weapon Focus (lightsabers), Wicked Strike

Feats Combat Reflexes, Double Attack (lightsabers), Force Sensitive, Force Training (2), Power Attack, Rapid Strike, Skill Focus (Use the Force), Skill Training (Acrobatics), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple)

Skills Acrobatics +12, Endurance +12, Initiative +12, Perception +13, Use the Force +18

Possessions lightsaber (self-built), blaster pistol, Galactic Alliance Guard fatigues

Tahiri Veila – D6 Stats

- Stats by dhawk

(As of *Betrayal*)

Type: Jedi Knight

DEXTERITY 3D+1

Blaster 4D+2, brawling parry 3D+1, dodge 4D, lightsaber 8D, melee combat 4D+2, melee combat: gaderffii stick 5D, melee parry 6D+1

KNOWLEDGE 3D+1

Alien species 4D, alien species: Yuuzhan Vong 6D, bureaucracy 4D, cultures 5D, cultures: Yuuzhan Vong 6D, languages 4D, languages: Tusken 5D, languages: Yuuzhan Vong 6D, survival 4D, survival: desert 5D, willpower 3D+2

MECHANICAL 3D

Astrogation 3D+1, beast riding 4D, beast riding: bantha 5D+2, repulsorlift operations 5D, space transports 4D, starfighter piloting 6D+2, starfighter piloting: X-Wing 7D, starship gunnery 6D+1, starship shields 4D, Vong biotech 6D

PERCEPTION 3D

Bargain 3D+2, command 4D+2, con 4D+1, hide 4D, persuasion 3D+2, search 4D+2, sneak 4D

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 4D, stamina 5D+2, swimming 3D+2

TECHNICAL 2D

Computer programming/repair 3D, droid repair 3D+1, first aid 5D, lightsaber repair 4D+2, security 3D, starfighter repair 4D+2

Special Abilities:

Force Skills: *Control* 4D+2, *sense* 5D, *alter* 3D

These Force powers are only some that Tahiri Veila has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, hibernation trance, reduce injury, remain conscious, resist Force*

Sense: *Combat sense, danger sense, direction sense, Force shot¹, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense surroundings, shift sense*

Alter: *Force push¹, kinetic combat¹, shadow bomb¹, telekinesis*

Control and Sense: *Battle meld¹, lightsaber combat, projective telepathy*

Sense and Alter: *Dim other's senses, friendship, lesser Force shield*

Control, Sense, and Alter: *Affect mind*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points: 4

Dark Side Points: 3

Character Points: 14

Move: 10

Equipment: Jedi robes, lightsaber (5D)

(As of *Sacrifice*)

Lightsaber 8D+1, command 5D, con 4D+2, melee parry 6D+2, security 3D+1, starfighter piloting: X-Wing 7D+1, starship gunnery 6D+2

Force Points: 4

Dark Side Points: 4

Character Points: 15

Move: 10

Equipment: Comlink, Galactic Alliance Guard uniform, lightsaber (5D)

(As of *Invincible*)

Type: Sith Apprentice

Blaster 5D, brawling 4D+2, command 5D+1, con 5D, lightsaber 8D+2, persuasion 4D, security 3D+2

Special Abilities:

Force Skills: *Alter* 3D+2

Alter: *Injure/kill*

Control and Alter: *Force lightning*

This character is Force-sensitive.

Force Points: 4

Dark Side Points: 6

Character Points: 17

Move: 10

Equipment: Blaster pistol (4D), comlink, Galactic Alliance Guard uniform, lightsaber (5D)

The One Sith

The One Sith, also known as the New Sith Order, was a heretical Sith cult founded by Darth Krayt prior to 30 ABY on Korriban, the ancient Sith burial world. Conducting itself according to Krayt's Rule of One, this new Sith cult was heavily-organized. Most of its followers were indoctrinated from birth with a sense of absolute loyalty to the Order.

The concept of the One Sith was considered heretical by the gatekeepers of the Darth Andeddu and Darth Bane holocrons. Whereas the Order of the Sith Lords incorporated the absolute rule of only one master and one apprentice, Krayt decided that his order should not be limited by the Bane's Rule of Two, but instead by the Rule of One: absolute loyalty to the Sith Order itself. This new

philosophy would enable multiple lesser Sith to serve one Sith Lord. Krayt believed that if the existence of the One Sith could be kept secret, he believed that the nascent order would grow in strength throughout the coming decades, and would be in position to restore the Sith's absolute rule over the galaxy.

Before his fall to the dark side sometime prior to the Yuuzhan Vong War, Darth Krayt was known as the Jedi Master A'Sharad Hett. After the First Galactic Civil War, Hett journeyed to Korriban in search of a way to make the galaxy whole and strong again. While there, Hett discovered the spirit and holocron of the Sith Lord XoXaan. Armed with the teachings of both, Hett became Darth Krayt, Dark Lord of the Sith.

Captured by the Yuuzhan Vong prior to their invasion of the galaxy, Krayt had several philosophical discussions with Darth Sidious' failed apprentice Vergere, who had also been captured by the Vong. Due to their philosophical disagreements, Vergere refused to have anything more to do with him. Eventually, Krayt was able to make his escape, and sometime later encountered Lumiya. She, just as Vergere had before her, also violently rejected his vision for the Sith. Because both Vergere and Lumiya were unwilling to discard the antiquated Rule of Two, Krayt believed that they were unworthy of his assistance.

By 40 ABY, the One Sith had more than thirty members. As they were not connected to Lumiya and her plans to seduce Jacen Solo into becoming Darth Caedus, the One Sith remained in hiding and did nothing to interfere with Caedus' Sith Order or his war against the Jedi. It was believed by the One Sith that Luke Skywalker's Jedi Order would grow in strength with time, and thus interfere with the Sith's long-term plans. Instead, they took advantage of Solo's fall to the dark side to pre-empt their discovery by the Jedi, effectively using him to deflect attention away from themselves.

In 41 ABY, with Caedus dead and his apprentice Tahiri Veila redeemed at the end of the Second Galactic Civil War, the last surviving remnant of the Order of the Sith Lords was gone, leaving the Jedi to presume that the Sith were completely extinct. With the galaxy-at-large having virtually no knowledge of the One Sith, this ensured the unimpeded growth of the One Sith that had been hiding on Korriban since 30 ABY.

Dician

At the time of the Second Galactic Civil War, Dician was a female Human Sith Lord and member of the One Sith. In 40 ABY, to preserve the One Sith's secrecy, Dician worked undercover as an agent while operating away from the Sith world of Korriban. While in this capacity, she used a number of cover identities to hide her true affiliation from outsiders.

After the death of Lumiya, the fallen Twi'lek Jedi Alema Rar traveled to Korriban. Rar found information stored on a datachip hidden in the Home, Lumiya's asteroid lair, and used it to locate the One Sith on Korriban. Rar decided that Darth Caedus needed support from the One Sith. Though the One Sith initially declined to assist Caedus, they did provide Rar with a gift: the holocron of Darth Vectivus.

Dician was tasked by the other members of the One Sith to investigate whether Rar posed a threat to them. Dician's orders also included tracking down Rar to either capture or kill her. As the first step in her plan, Dician posed undercover as a Confederation intelligence agent and infiltrated the Jedi Order. Acquiring a considerable amount of information about the Jedi's own search for Rar, she returned to Korriban and presented her findings to the Sith conclave. Dician was successful in convincing the conclave that resources needed to be devoted to locating and either capturing or killing Alema Rar because she posed a genuine threat to the One Sith.

The conclave ordered Dician to assume command of the *Poison Moon* and travel to the Home, as it had originally served as the residence of Darth Vectivus, and was where Lumiya and Rar had made their lair. Dician's mission was to gather any Sith artifacts she could find at the Home, capture or kill Alema Rar and then destroy the Home. While shuttle crews from the frigate placed explosive charges on the asteroid, Dician provided covering fire on the *Millennium Falcon* for the shuttle crews, so that they could complete their mission of destroying the Home. During the engagement, the sentient Sith meditation sphere known as Ship left the asteroid and returned to Ziost.

Dician ordered the shuttle crews to destroy the asteroid, then proceeded to follow Ship to Ziost. Upon arriving at Ziost, Dician telepathically contacted Ship and asked it to serve her, but it refused. Angry at the dismissal, Dician ordered the *Poison Moon* to return to pick up the shuttle crews they had left behind at the Home before returning to Korriban to report to the conclave on the success of her mission.

Dician (As of *Fury*)

CL 12

Medium Human Jedi 7/Sith apprentice 4/Sith Lord 1

Force 13; Dark Side 14

Init +14; Senses Perception +13

Languages Basic, Ryl

Defenses Ref 28 (flat-footed 25), Fort 27, Will 27; Lightsaber Defense

hp 103; Threshold 27

Immune fear effects

Speed 6 squares

Melee lightsaber +15 (2d8+8) or

Melee lightsaber +15 (2d8+10) with both hands or

Melee lightsaber +13 (3d8+10) with Rapid Strike or

Melee lightsaber +10/+10 (2d8+10) with Double Attack or

Melee lightsaber +8/+8 (3d8+10) with Double Attack and Rapid Strike

Ranged by weapon +15

Base Atk +12; **Grp** +15

Atk Options Double Attack (lightsabers), Power Attack, Rapid Strike, Sadistic Strike, Savage Attack (lightsabers)

Special Actions Focus Terror, Lightsaber Defense, Power of the Dark Side, temptation

Force Powers Known (Use the Force +13): *battle strike, cloak, dark rage, fear, lightning burst, move object*

Abilities Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 14

Special Qualities build lightsaber

Talents Focus Terror, Force Deception, Lightsaber Defense, Power of the Dark Side

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Rapid Strike, Sadistic Strike, Savage Attack (lightsabers), Skill Training, Weapon Proficiency (lightsabers, simple weapons)

Skills Deception +8 (may substitute Use the Force +13 instead), Initiative +14, Knowledge (tactics) +12, Perception +13, Pilot +14, Use the Force +13

Possessions Multiple forged identifications, lightsaber (self-built)

Dician – D6 Stats

(As of *Fury*)

Type: Sith Lord

DEXTERITY 3D+1

Blaster 6D, brawling parry 5D, lightsaber 7D+2, melee combat 4D, melee parry 4D

KNOWLEDGE 2D+2

Alien species 5D, intimidation 6D+1, languages 4D+1, tactics 6D+2, willpower 5D+1

MECHANICAL 3D+1

Astrogation 7D+2, capital ship piloting 5D+2, communications 5D+2, repulsorlift operations 6D+2

PERCEPTION 3D+1

Command 5D+2, con 7D, hide 6D, persuasion 7D+2

STRENGTH 2D+1

Brawling 4D+2, stamina 3D

TECHNICAL 3D

Blaster repair 4D+2, capital ship repair 4D+2, computer programming/repair 5D, lightsaber repair 7D

Special Abilities:

Force Skills: *Control* 6D, *sense* 7D, *alter* 5D+2

These Force powers are only some that Dician has thus far demonstrated:

Control: *Absorb/dissipate energy, accelerate healing, burst of speed¹, channel rage¹, concentration, contort/escape, control pain, emptiness, enhance attribute, force of will, hibernation trance, instinctive astrogation (control), rage, reduce injury, remain conscious, resist stun*

Sense: *Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, receptive telepathy, sense Force, shift sense, weather sense*

Alter: *Bolt of hatred¹, dark side web, Force push¹, injure/kill, telekinesis*

Control, and Sense: *Lightsaber combat, projective telepathy*

Control, and Alter: *Aura of uneasiness, electronic manipulation, feed on dark side, Force lightning, hatred¹, inflict pain, waves of darkness*

Sense, and Alter: *Dim other's senses, Force wind, lesser Force shield*

Control, Sense, and Alter: *Affect mind, control mind, create Force storm, doppelganger, drain life energy, drain life essence, enhanced coordination, telekinetic kill*

¹*Described in Chapter 1: Heroic Traits*

This character is Force-sensitive.

Force Points:

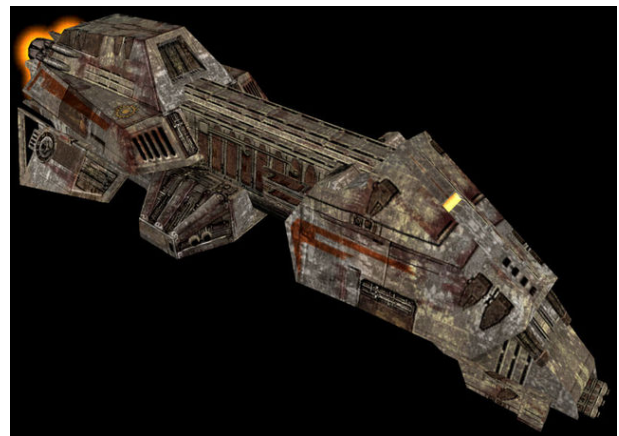
Dark Side Points: 7

Character Points:

Move: 10

Equipment: Multiple forged identifications, lightsaber

Poison Moon



Star Wars: Empire at War

The *Poison Moon* was an *Interceptor*-class frigate and mercenary ship employed by members of the One Sith. During a mission to capture or kill Alema Rar, the *Poison Moon* was commanded by Dician, a member of the One Sith. Dician gave the order that destroyed Lumiya's lair, with Rar still on the asteroid.

In the early days of the First Galactic Civil War, Corellian Engineering Corporation was tasked by the Empire to design and build a second-line frigate to guard lower priority star systems far behind the front lines. The *Interceptor*-class frigate was the result.

To save time and costs, the *Interceptor*-class was built from a redesign of the CEC's own Action VI transport. The *Interceptor* frigate was armed with six turbolasers and a group of three proton torpedo tubes facing forward. They had shielding roughly equivalent to the much larger EF76 Nebulon-B escort frigate and could achieve similar acceleration.

While originally made for the Imperial Navy, several *Interceptor*-class frigates were also obtained by the Rebel Alliance during the Galactic Civil War. A number of *Interceptors* were also stolen by pirate groups and the Black Sun syndicate and used them extensively.

Interceptor-class Frigate CL 16

Colossal (frigate) capital ship

Init -2; **Senses** Perception +6

Defense Ref 33 (flat-footed 31), Fort 37; +11 armor

hp 720; **DR** 15; **SR** 60; **Threshold** 137

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Ranged 6 turbolaser cannons +14* (see below) and
3 proton torpedo launchers +14* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +52

Abilities Str 64, Dex 14, Con —, Int 14

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 50 (normal); **Passengers** 75 (troops)

Cargo 50,000 tons; **Consumables** 2 months; **Carried Craft** 2 shuttles

Hyperdrive x1 (backup x12), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser Cannons (6 gunners)

Atk +14 (-6 against targets smaller than Colossal); **Dmg** 4d10x5

Proton Torpedo Launchers (2 gunners)

Atk +14 (-6 against targets smaller than Colossal); **Dmg** 9d10x5

Poison Moon – D6 Stats

Craft: Corellian Engineering Corporation *Interceptor*-class Frigate

Type: Frigate

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting: *Interceptor*-class

Crew: 50, gunners: 36, skeleton: 20/+10

Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1

Passengers: 75 (troops)

Cargo Capacity: 50,000 tons

Consumables: 2 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Backup Hyperdrive: x12

Nav Computer: Yes

Maneuverability: 2D+1

Space: 4

Atmosphere: 280: 800 km/h

Hull: 5D

Shields: 4D

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 130/3D

Focus: 3/4D

Weapons:

6 Turbolaser Cannons (fire-linked)

Fire Arc: 2 Front, 2 Left, 2 Right

Crew: 1 (3), 3 (3)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

3 Proton Torpedo Launchers (fire-linked)

Fire Arc: Front

Crew: 2 (6)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

Adventure Ideas

There is Another...

While Colonel Jacen Solo is holding the Ossus Jedi Academy hostage, rumors begin to circulate of another, hidden, Jedi Academy. The GAG are deeply concerned by the fact that there might be a *secret* academy out there. The Academy is said to reside in the far-off world of Dathomir. Even Jacen Solo, who had trained among the Witches of Dathomir had only heard rumors about it and was never privy to any more knowledge. This Jedi academy was founded by the Jedi Masters Streen and Kirana-Ti as part of an effort to rebuild the planet. Eventually it was left in the hands of Damaya to help train the Dathomir Witches in controlling their powers.

Not wanting a possible hiding place for the Jedi Masters to be left untouched, Colonel Solo orders the heroes to go to Dathomir and see if there is validity to the rumors of a Jedi academy being there. The academy is said to be located at the abandoned Dathomir Imperial Prison. The heroes must navigate the treacherous terrain, groups of exiled Yuuzhan Vong warriors and dangerous rancors to reach this place undetected. And once there they must avoid an entire academy full of Dathomir Witches as they scout the location. If the heroes are captured, punishment will be swift!

Short Stories

King's Gambit

By Matt Norton

As the remnants of the Centerpoint station expanded into the cosmic unknown, Darth Caedus was barely able to keep his anger in check. After such a substantial loss for the Alliance, and the stealing of his daughter Allana, Caedus was not in the mood for more bad news.

Galactic Alliance Guard has been monitoring all transmissions to find spies and seditious individuals, but the time it takes to decode some of the messages makes it hard to find spies quickly. This latest message proved to be a treasure trove of information.

"...Kilo'Khan sighed. "I would much prefer being with the Galactic Empire right now and just staying out of this pointless war."

Governor Qrain nodded. "Indeed, the Empire trumps what we have right now with "Emperor" Solo ruining the Galactic Alliance as we speak."

Minister Saldor slowly nodded. "My people were enslaved by the Empire, but I have to agree that Pellaeon's Galactic Empire trumps Jacen Solo's Galactic Alliance right now..."

Caedus stopped the message. The nerve of those three! I must move quickly to gain their fleets but remove their leaders.

The stars shone brightly tonight on Dorig. Prime Minister Kal Saldor was being escorted to his room by a squad of soldiers, a precaution since the Governor Qrain was assassinated a week ago. Minister Saldor would like to think it was something done by the Confederation, but he suspected something else. The long corridors were quiet as he reached his room. Putting his hand on the door, he was about to enter when a warning flashed through the force. Saldor's abilities in the force were rudimentary at best, but refined enough that he knew something was wrong. He slowly stepped back.

The troops behind him pulled out their swords and made a circle around Saldor, waiting to see their attacker, but none came. Saldor was still leery. Pointing to one of his guards, he said, "Soldier, I am going to step away from the door, I suspect something is wrong here. I want you to lead a team and investigate my room when I step away."

The soldier acknowledged immediately. Once Saldor got 10 meters away from his room he signaled the troops to enter his room. Blasters and swords drawn, the soldiers touched the door and slowly opened it.

The blast was not immediate; it came just as the door slid all the way into the door with the usual hiss. A deafening boom happened and the guards at the door were instantly incinerated. Even Minister Kal Saldor was thrown hard back down the corridor from the explosion. The last thing Saldor remembered as the room went black was the guards calling for more help.

Emperor Kilo'Khan watched the news intently. His so called co-conspirators had been attacked; one succeeded and one had come very close. Kilo'Khan's son, the Crown Prince Faro'Khan looked on with great distress. "Father, we know Colonel Solo is behind this, this is no coincidence this has happened so closely together to these two people. Why then are you agreeing to meet with Colonel Solo?"

"Because a confrontation is inevitable. Besides, you know me: plan for the worst but hope for the best. I have plans in motion that will compensate for any situation, but I need to explain a couple of details to you."

Darth Caedus timed the meeting with Kilo'Khan to coincide with his meeting with the President of Sokolm. Both were wavering on their commitment to the Galactic Alliance, both needed to be taught a lesson about their responsibilities.

All three men were assembled on the bridge of the Star Destroyer *Anakin Solo*. Just outside the bridge window sat two Sokolm Imperial Star Destroyers and the smaller Corellian Defense Destroyer. They hung in the stars like ornaments, almost surreal like.

"Gentlemen", started Darth Caedus, "you both know I have called you here because of the dire situation of the Alliance navy is in. We lost a substantial amount of ships in the battle for the Centerpoint Station, and the need for more ships to win this war is dire now more than ever. Both of your governments need to donate more ships to the cause, as obligated by your membership to the Galactic Alliance."

President Rica of Sokolm seemed to fidget as such a statement. A human, he had a long, gray, scraggly beard and a worn face. He looked like a frontier farmer on some far off world then a President of a rich Core world. "The Sokolm Union has a strict policy of non-intervention in a civil war. Our policy of neutrality extends to everything but a threat to the galaxy. That is the only reason we are even associated with the Galactic Alliance now. But we are more than willing to pull out if it means standing by our values."

Such a declaration annoyed Caedus, but he waited to hear what Emperor Kilo'Khan had to say. He was very disappointed by what he heard.

"I will only say this once: no! You throw ships around like toys; do you not have any understanding of your recklessness? Men and women are dying because of you."

Caedus was reminded of Tebut, and of her failure that led him to lose his daughter. All of this infuriated Caedus. "No, it is you who does not understand!" He activated his blood red lightsaber with a snap-hiss. "If you will not understand, then I will take the ships myself!"

President Rica cowered at the image he saw. With Caedus's lightsaber raised high, the tall, dark man now had fiery yellow eyes like a Sith. The image looked ghoulish, and Rica screamed in fear as this demonic man attacked.

Kilo'Khan, though, was less afraid. Caedus moved in to strike him down too. "Surrender Kilo'Khan," said Caedus, "I know you and Kal Saldor plotted against me before. If you willingly surrender your fleets to me I will ensure your entire family is not killed off."

Kilo'Khan was now against the bridge window. The deck crew watched in awe at Caedus and Kilo'Khan to see what would happen. The old bird just laughed. "Do you think I am intimidated by

your threats?! I have lived this long not by being afraid, and I will not give in to a mad man." Kilo'Khan straightened up, as though he was delivering a speech. "If you strike me down, on this bridge, you will go down a path you cannot escape from. And the consequences will consume you in the end."

"Oh, shut up," said Caedus as he decapitated Kilo'Khan, "you cannot stop me!"

The bridge came back to life as alarms began to blare. Captain Nevil ran over to the sensor suite. "Colonel, sir, the Sokolm and Corsallian ships are attacking us!" The Quarren looked physically shaken from the realization.

"Impossible, how could they know.....unless." Caedus turned to where Kilo'Khan's translator droid stood. *Kilo'Khan stood tall when I killed him because he was transmitting the hologram of his death!* He pointed with this hand at the droid and immediately it exploded from the force attack. "Kilo'Khan bugged his droid; he forced me to kill him so he could have a flimsy excuse to attack me. Damn him, we shall fight our way through this!"

Returning to Coruscant, Darth Caedus mused at the situation. The Corsallian ships had left the Galactic Alliance fleets now, hamstringing his overall strategy. His fleets were now down even more ships.

Sokolm had closed its borders from the Galactic Alliance, closing off the vital bacta trade route. While other Bacta routes existed, none were as convenient to get to worlds throughout the Core as the route through Sokolm. And worst of all, Kal Saldor still lived. Soon enough he would pull his forces from the Alliance, further hurting the war effort. But Caedus was a Sith now; he knew he would find a way out of this, even if he had to kill many more to do so.

End

CHAPTER 6: THE FRINGE

Han Solo



From *Exile* Cover, Jason Felix

In 40 ABY, Han sided with his homeworld Corellia when he began to think the Galactic Alliance was becoming as tyrannical as the Galactic Empire. While the rest of their family sided with the Galactic Alliance, Han and Leia began to covertly aid the Corellians. Discovering that the Alliance was preparing Operation Roundabout, a show of force to prevent Corellia from breaking away from the Galactic Alliance, Han and Leia warned Five Worlds Prime Minister Aidel Saxan. Using this information, Saxan managed to avoid being kidnapped by a team of Jedi led by Jaina Solo.

After the Galactic Alliance established a beachhead on Tralus, Han joined up with General Wedge Antilles and participated in destroying the Rellidir facility, the headquarters of the Alliance on Tralus. A short time later, Han discovered that his cousin Thrackan Sal-Solo had taken multiple contracts out on his family's lives. This caused Han to seriously consider killing his cousin personally. Before he could, however, Boba Fett caught up with Han first. Thinking that Fett was going to kill him, Han was surprised to learn that Fett was contracted to kill Sal-Solo instead of him, and Fett needed Han's help to find his daughter Ailyn Vel.

After discovering that Jacen had killed Fett's daughter during an interrogation, Han disowned his son. The newly appointed President Dur Gejjen then asked Han and Leia to travel to Hapes and convince Queen Mother Tenel Ka to join Corellia. As they arrived on Hapes, Han and Leia successfully prevented an assassination attempt on the Queen Mother.

Han, Leia, and the assassin Nashtah then traveled to Telkur Station. On Telkur Station, they met up with Jagged Fel, who was now searching for Alema Rar. Explaining that he had been marooned on Tenupe for two years, he had discovered that Alema Rar was still alive and hunting the Solos to avenge the injuries that Leia had inflicted on her. Also, Jagged revealed that he was considered a 'non-person' to the Chiss Ascendancy, and as a result, his family was going through financial difficulties, forcing him to become a bounty hunter.

Han and Leia successfully escaped from Nashtah, only to pick up a stowaway named Lalu Morwan. Han and Leia gave their findings to Tenel Ka, and locked Morwan in one of the *Millennium Falcon's* compartments. Shortly thereafter, Han and Leia picked up Jaina, Zekk, and Ben Skywalker and his crew during the Battle of Hapes. As Ben attempted to arrest Han and Leia for crimes against the Alliance, Jacen Solo ordered the *Anakin Solo* to fire on the *Millennium Falcon*. While the *Falcon* managed to escape, the *Falcon's* turrets and central core were heavily damaged. Once Jaina, a severely injured Zekk, Ben and his crew were safely off the *Falcon*, Han and Leia escaped into hyperspace to Tendrando Arms. Leaving the *Falcon* for repairs, Lando accompanied Han and Leia to Corellia in Lando's yacht, the *Love Commander*.

Meeting with Denjax Teppler, they discovered that Dur Gejjen was behind the assassination attempt on Tenel Ka, and that Wedge and Teppler knew nothing of the plot. When Corellian Security forces tracked Teppler to the Coronet cantina they were meeting at, Han and Leia were forced to part ways with him.

Afterwards, the *Pulsar Skate* and *Errant Venture* were able to throw off Corellian fighters' pursuit of the *Love Commander*. After reuniting with their family and friends, a smuggler by the name of Uran Lavint informed Han and Leia that Alema Rar was onboard the *Errant Venture* and of the conference being held on Gilatter VIII. Rushing to Gilatter VIII in order to rescue Jacen from a Confederation ambush, they found that he had already fled the planet.

After Mara Jade Skywalker was killed, Han and Leia travelled to Coruscant so that Leia could deliver her eulogy. When they arrived, however, Jacen ordered GAG soldiers to detain them. Refusing to be captured, Han and Leia then fled to Kashyyyk to try to talk the Wookiees out of assisting the Galactic Alliance. However, because of Wookiee grudges and two Alliance agents named Tarfang and Jae Juun, they were unable to make any headway.

Fortunately, Luke and the rest of the Jedi Order arrived after finally abandoning Jacen at the Battle of Kuat and changed their minds.

After the Wookiees refused to hand over the Solos and the Jedi to the Galactic Alliance, Jacen ordered the *Anakin Solo* to commence a planetary bombardment of Kashyyyk. Han and Leia then left Kashyyyk for Hapes, but Han refused to believe that Luke had been killed when Leia felt Luke disappear in the Force. After convincing Tenel Ka to stop supporting Jacen, Han and Leia returned to Kashyyyk and were relieved to find Luke still alive. Han and Leia later assisted Jagged Fel, Jaina, and Zekk in ending Alema Rar's threat from Lumiya's former lair.

Afterwards, Han and Leia assisted in the rescue of the Chume'da, Allana. Escaping into hyperspace with Allana and the rest of their part of the team, Han was pleasantly surprised to learn that Allana was their granddaughter.

After Jacen was killed at the end of the Second Galactic Civil War, Han and Leia agreed to adopt Allana under an alias in order to keep her safe from Hapan intrigue. Having their granddaughter with them was a great comfort to Han and Leia after losing their son.

Han Solo (As of *Invincible*)

CL 18

Medium Human Scoundrel 7/Soldier 2/Ace Pilot 6/Gunslinger 3

Destiny 6; Force 6

Init +22; Senses Perception +15

Languages Basic, Huttese, Rodese, Shyriiwook

Defenses Ref 35 (flat-footed 32), Fort 32, Will 32

hp 136; Threshold 32

Speed 6 squares

Melee unarmed +15 (1d4+10)

Ranged heavy blaster pistol +17 (3d8+20) or

Ranged heavy blaster pistol +17 (4d8+20) with Rapid Shot

Base Atk +14; Grp +17

Attack Options Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6, Trusty Sidearm

Special Options Full Throttle, Quick Draw, Stellar Warrior

Starship Maneuvers Known (Pilot +22): *afterburn*, *angle deflector shields*, *Corellian slip*

Abilities Str 13, Dex 16, Con 14, Int 14, Wis 12, Cha 14

SQ Trusty Sidearm +1, Vehicle Dodge +3

Talents Close Scrape, Full Throttle, Keep It Together, Knack, Sneak Attack +1d6, Spacehound, Stellar Warrior, Trigger Work, Weapon Specialization (pistols)

Feats Point Blank Shot, Precise Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative, Pilot), Starship Tactics (2), Tech

Specialist, Vehicular Combat, Weapon Focus (pistols, heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Deception +16, Initiative +22, Knowledge (galactic lore) +16, Mechanics +16, Perception +15, Pilot +22

Possessions modified BlasTech DL-44 heavy blaster pistol, tool kit, modified YT-1300 (*Millennium Falcon*)

Han Solo – D6 Stats

(As of *Invincible*)

Type: Smuggler

DEXTERITY 3D+1

Blaster 11D, blaster: blaster rifle 11D+2, blaster: heavy blaster pistol 12D+2, blaster artillery 7D+2, brawling parry 9D, dodge 10D, dodge: energy weapons 11D+2, grenade 8D, melee combat 7D+2, melee parry 7D, missile weapons 8D, pick pocket 7D, running 7D, thrown weapons 7D+1, vehicle blasters 8D

KNOWLEDGE 2D

Alien species 9D, bureaucracy 9D+1, business 6D+2, business: smugglers 8D+2, cultures 8D+2, intimidation 9D+1, languages 7D, law enforcement 8D, planetary systems 9D+2, streetwise 10D, streetwise: Jabba the Hutt's organization 10D+1, survival 9D+2, value 8D, willpower 8D+1

MECHANICAL 3D+2

Astrogation 11D, beast riding 6D, beast riding: tauntaun 6D, capital ship gunnery 6D+2, capital ship piloting 8D+2, capital ship shields 6D+2, communications 6D+2, ground vehicle operation 6D, repulsorlift operation 9D+2, sensors 8D, space transports 9D+2, space transports: YT-1300 transports 14D+1, starfighter piloting 9D, starship gunnery 11D+2, starship shields 8D+2, swoop operation 9D

PERCEPTION 3D

Bargain 10D, command 9D+1, con 9D+2, forgery 6D+2, forgery: ships IDs 9D+2, gambling 10D, hide 10D, persuasion 8D+2, search 8D, sneak 7D+2

STRENGTH 3D

Brawling 8D+2, climbing/jumping 6D+2, lifting 6D+1, stamina 9D+2, swimming 5D+1

TECHNICAL 2D+2

Blaster repair 6D+1, computer programming/repair 8D, demolition 7D, droid programming 7D, first aid 5D, ground vehicle repair 6D, repulsorlift repair 8D, security 9D, space transports repair 10D, space transports repair: YT-1300 transports 11D, starship weapons repair 7D

Force Points: 3

Character Points: 32

Move: 10

Equipment: modified BlasTech DL-44 heavy blaster pistol (5D+1), tool kit, modified YT-1300 (*Millennium Falcon*)

Aurra Sing



Jedi vs. Sith: The Essential Guide to the Force,
Chris Trevas

In 40 ABY, Sing was hired by Lalu Morwan to assassinate Queen Mother Tenel Ka and her daughter Allana. Using the alias “Nashtah,” she briefly allied herself with Han Solo and Leia Organa Solo, who were undercover at the time. Sing would later track Allana to the *Anakin Solo*, but was thwarted by both Allana and Jacen Solo. Shortly thereafter, Sing was arrested and placed in the brig of the *Anakin Solo*.

Aurra Sing (As of *Tempest*)

CL 16

Medium Human Jedi 2/Scout 6/Bounty Hunter 8

Destiny 4; **Force** 6; **Dark Side** 9

Init +15; **Senses** Perception +15

Languages Basic, Hutttese

Defenses Ref 32 (flat-footed), Fort 32, Will 29

hp 112; **Threshold** 32

Speed 6 squares

Melee lightsaber +15 (2d8+10)

Melee lightsaber +13 (3d8+10) with Rapid Strike or

Melee lightsaber +10/+10 (2d8+10) with Double Attack or

Melee lightsaber +12/+12 (3d8+10) with Double Attack and Rapid Strike

Ranged blaster pistol +16 (3d6+8) or

Ranged blaster pistol +14 (4d6+8) with Rapid Shot

Ranged blaster pistol +11/+11 (3d6+8) with Double Attack or

Ranged blaster pistol +13/+13 (4d6+8) with Double Attack and Rapid Shot

Ranged slugthrower rifle +16 (2d8+8)

Base Atk +14; **Grp** +16

Attack Options Double Attack (blaster pistol, lightsabers), Hunter's Mark, Point Blank Shot, Rapid Shot, Rapid Strike

Special Options Familiar Foe +4, Hunter's Target

Force Powers Known (Use the Force +15): *battle strike*, *Force slam*, *move object*

Abilities Str 12, Dex 15, Con 14, Int 14, Wis 14, Cha 14

Talents Acute Senses, Expert Tracker, Force Intuition, Hunter's Mark, Hunter's Target, Improved Initiative, Relentless, Surefooted

Feats Double Attack (lightsabers), Double Attack (pistols), Force Sensitivity, Force Training, Melee Defense, Point Blank Shot, Rapid Shot, Rapid Strike, Skill Training (stealth, survival), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +15, Initiative +15, Knowledge (galactic lore) +15, Perception +15, Stealth +15, Survival +15, Use the Force +15

Possessions lightsabers (several), slugthrower rifle, blaster pistols (2), utility vest, protective bodysuit, Rhen-Orm biocomputer, jumpsuit

Rhen-Orm Biocomputer – Due to being outfitted by Anzati with the Rhen-Orm Biocomputer, it allows Aurra to home in onto a target's Force point total, allowing a +2 bonus to hit the designated target.

Aurra Sing – D6 Stats

- Stats by Thomas

(As of *Tempest*)

Type: Force-sensitive Bounty Hunter

DEXTERITY 3D+1

Blasters 8D+2, brawling parry 6D, dodge 9D, firearms 9D+2, lightsaber 8D+1, melee combat 4D, melee parry 6D

KNOWLEDGE 3D

Alien species 4D+2, intimidation 6D, languages 5D, law enforcement 5D, planetary systems 5D, scholar 5D, scholar: Anzati lore 6D, scholar: Jedi lore 4D+2, streetwise 8D, survival 8D+1, value 5D, willpower 7D

MECHANICAL 3D+2

Astrogation 6D+2, capital ship piloting 7D, communications 4D, repulsorlift operation 4D+2, space transports 5D+2, starship gunnery 5D+1, starship shields 5D, swoop operation 6D

PERCEPTION 3D

Bargain 4D, con 6D, gambling 4D+1, hide 7D+2, investigation

7D, search 6D+2, search: tracking 8D, sneak 7D+1

STRENGTH 2D+1

Brawling 7D, climb/jumping 3D+1, stamina 3D+1

TECHNICAL 3D

Blaster repair 4D+1, computer programming/repair 4D+1, first aid 3D+1, lightsaber repair +4D, repulsorlift repair 3D+1, security 4D+2, space transport repair 5D

Special Abilities:

Force Skills: Control 5D, sense 5D+2, alter 4D+1

These Force powers are only some that Aurra Sing has thus far demonstrated:

Control: Accelerate healing, concentration, enhance attribute, hibernation trance, resist stun

Sense: Combat sense, danger sense, life detection, life sense, sense Force

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control, Sense, and Alter: Projected fighting

This character is Force-sensitive.

Force Points: 9

Dark Side Points: 25

Character Points: 20

Move: 10

Equipment: Several lightsabers (5D), two blaster pistols (4D), slugthrower rifle (5D), Rhen-Orm biocomputer, swoop bike

Rhen-Orm Biocomputer: See *Threats of the Galaxy – D6 Conversion*, page 10, by Gry Sarth, which can be found here:

<http://www.rancorpit.com/forums/viewtopic.php?t=1229>

Booster Terrik



The New Jedi Order Sourcebook

Life for Booster Terrik was finally looking up by 40 ABY. The *Errant Venture* was now the galaxy's largest mobile gambling and shopping enterprise. Money was finally good and steady. But Terrik felt he could do better.

War has a way of making people restless. Booster eyed the Blockade of Corellia as an opportunity to earn some record profits, but he was constantly rebuffed by the Galactic Alliance military. Then Luke Skywalker told Colonel Jacen Solo, the commander of the Galactic Alliance Guard, that having the *Venture* be at the blockade would be a bad idea. Luke did so at the request of his sister Leia and Terrik, since they wanted to use the *Venture* to spy on Jacen and gather intel on the GAG blockade of Corellia. All three knew that Jacen would do the opposite of whatever Luke demanded. It worked; Jacen allowed the *Errant Venture* to do business with the Alliance ships enforcing the Corellian blockade.

To no one's surprise, the *Errant Venture* made a great profit from the weary Alliance soldiers, while gathering intelligence from them at the same time. This came to an end when the blockade was broken, and Booster had to evacuate the *Venture* to Coruscant with the rest of the Second Fleet.

Booster, while still a tough man, has softened up slightly in his old age. Booster also has come to grudgingly respect his son-in-law Corran Horn, though each relish a chance to antagonize the other when the opportunity presents itself.

Booster Terrik (As of *Fury*)

CL 18

Medium Human Noble 2/Scoundrel 12/Crime Lord 4

Destiny 4 Force 6; Dark Side 2

Init +15; Senses Low-light vision, Perception +12

Languages Basic, Rodese, Ryl

Defenses Ref 31 (flat-footed 30), Fort 29, Will 35

hp 109; **Threshold** 29

Speed 6 squares

Ranged blaster pistol +14 (3d6+9) or

Ranged blaster pistol +12 (4d6+9) with Rapid Shot or

Ranged blaster pistol +9/+9 (3d6+9) with Double Attack or

Ranged blaster pistol +7/+7 (4d6+9) with Double Attack and Rapid Shot

Base Atk +13; Grp +15

Atk Options Double Attack, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Command Cover +2, Demand Surrender, Fool's Luck, Gambler +6, Inspire Fear I & II

Abilities Str 14, Dex 12, Con 13, Int 15, Wis 16, Cha 14

Talents Presence, Demand Surrender, Fool's Luck, Gambler (x3), Hyperdriven, Spacehound, Inspire Fear I, Inspire Fear II, Notorious

Feats Double Attack (pistols), Linguist (x1), Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (x2), Vehicular Combat, Weapon Proficiency (pistols, simple)

Skills Deception +16, Gather Information +16, Initiative +15, Mechanics +16, Persuasion +21 (may reroll to intimidate and keep the better result), Pilot +20, Use Computer +16

Possessions blaster pistol, cybernetic prosthesis, long-range comlink, datapad, civilian-owned *Imperial II-class Star Destroyer (Errant Venture)*

Booster Terrik – D6 Stats

(As of *Fury*)

Type: Smuggler

DEXTERITY 3D+1

Blaster 10D, blaster: heavy blaster pistol 12D, brawling parry 7D, dodge 6D+1, dodge: energy weapons 8D, melee combat 9D+1, melee parry 8D, running 6D+2

KNOWLEDGE 2D

Alien species 9D, bureaucracy 6D, business 10D, business: casinos 10D+2, business: smugglers 11D+1, cultures 6D+1, languages 7D, languages: Borlovian 8D, planetary systems 9D, streetwise 8D+1, survival 6D+1, value 11D, willpower 12D

MECHANICAL 3D+2

Astrogation 5D, capital ship gunnery 10D+1, capital ship piloting 10D+2, capital ship shields 9D+1, communications 5D, repulsorlift operation 7D, sensors 8D, space transports 10D, starship gunnery 5D, starship shields 4D

PERCEPTION 3D

Bargain 4D+2, command 7D, con 12D, gambling 10D, hide 8D, persuasion 7D+1, search 6D

STRENGTH 3D

Brawling 7D+2, climbing/jumping 5D, stamina 7D

TECHNICAL 2D+2

Blaster repair 6D, computer programming/repair 7D, demolition 4D+1, droid programming 4D+2, first aid 6D, ground vehicle repair 6D+1, repulsorlift repair 6D+1, security 5D+2, space transports repair 8D+2, starship weapons repair 7D+2

Force Points: 8

Character Points: 24

Move: 10

Equipment: Blaster (4D), personal capital ship (*Errant Venture*), comlink, starship tools

Jagged Fel



The Essential Reader's Companion

After the humiliating events of the Dark Nest Crisis in 35 ABY, Fel and his family were dishonored and punished for the collateral damage the Jedi Knight Lowbacca had caused. Fel was forced into exile with the warning that if he ever returned to the Chiss Ascendancy, his whole family would also be exiled as well. After finally getting rescued from the jungles of Tenupe after being stranded there for two years, this news made Fel bitter and angry. Fel blamed the Jedi and the Solo family, yet he could not bring himself to hate them.

After becoming a bounty hunter, Fel slowly worked on tracking down Alema Rar, hoping to eliminate the last remnant of the Gorog nest and thereby regain his honor. But Rar's ability to make people she met forget she even existed always kept him a step behind her. Fel managed to create ingenious devices which helped to counter Rar's ability to wipe out short term memory. By the time the Second Galactic Civil War was underway, Fel figured out that Han and Leia would try to convince the Hapans to ally with Corellia and tracked them to Telkur Station. After having given up Fel for dead more than two years earlier, the Solos were overjoyed to see him. But now having long hair and a scraggy beard as well as still bitter over his misfortune, Fel had changed a great deal from the man the Solos had known. After Fel warned them of both Rar's desire for revenge and the Hapan agents that were hunting them, he left.

Realizing that he wouldn't be able to find Alema Rar on his own, Fel sought out the help of Luke Skywalker. Offering the memory-reinforcing technology he had created, Fel only asked one thing of Skywalker in return: the resources to hunt Alema Rar. As a private citizen, Fel no longer had access to the military resources he once had. While leaving the Jedi Temple, Jagged passed by Jaina

Solo and tried to avoid her. When Jaina recognized him and asked whether he was going to greet her, Fel curtly refused and left.

Skywalker agreed to fully fund Fel's pursuit of Rar and offered the services of Jaina Solo and Zekk. Despite some tension between Zekk and Fel, the trio worked towards finding Rar. After their efforts on Coruscant proved fruitless, they proceeded to the *Errant Venture* when Fel's tracking program found a match for Rar on the ship. After linking up with Lando Calrissian, Han and Leia, the Antilles family, and Booster Terrik, the three hunters laid out an elaborate trap to capture or kill Rar. Alema had almost escaped to her ship in the *Venture's* docking bay when a fully armored Fel confronted her. Fel managed to injure her shoulder before she escaped.

After Mara Jade Skywalker was killed, many suspected Alema Rar was the murderer. Fel tried to comfort Jaina after the loss of her aunt, but she was tired of the romantic competition between Fel and Zekk. She told both of them to just leave her alone and that she was not interested in either of them. Rather than waste time attending Mara's funeral, Jaina insisted on continuing to hunt Rar. The trio tracked Rar to Ossus, where they quickly found the Jedi Academy there occupied by a Galactic Alliance Guard taskforce sent by Jacen Solo. Although Rar escaped, the trio quickly moved to liberate the Academy. Thanks to Fel's efforts, numerous Jedi were saved. While Jaina Solo left for Kashyyyk, Zekk and Fel stayed behind on Ossus to help secure the Academy.

While Jaina was onboard the *Millennium Falcon* training for a fight against her brother, Rar, seemingly whole and uninjured, attacked then vanished as quickly as she had appeared. Afterwards, Jagged found no evidence of Rar ever being on the ship. Many suspected Alema had learned the Sith technique of creating such illusions from Lumiya. Fel also suspected Brisha Syo was Lumiya and had been the one to lure Jacen Solo and Ben Skywalker to the Home, her remote asteroid lair. Fel, Jaina and Zekk decided to get onto Jacen Solo's shuttle to find the Home's coordinates, where, they hoped, Rar might be found. When Fel mused on Lumiya's singular purpose, Organa Solo suggested he saw himself as having only one purpose left in life and with nothing to live for after Rar was dead. Fel was struck by the comment and stormed away.

While Leia pretended to reason with Jacen aboard the *Anakin Solo*, Fel and the others managed to sneak aboard and successfully acquired the information they needed. As they were leaving, Rar once again confronted them and Fel took sensor readings that confirmed she was a Force phantom and not actually present. Once Rar realized they weren't fooled, she ceased her attack and dissolved the phantom.

A short time later, Fel, Zekk, Jaina and her parents proceeded to the Home. Fel was separated from the rest of the team while

trying to save Jaina and Zekk from a swarm of phantom mynocks. After Zekk was forced to use the dark side to drive off the Sith meditation sphere, Fel found Zekk in a state of shock. Explosions then began to tear the Home apart. After ordering Jaina to take Zekk and get back to the *Falcon*, Fel managed to take down Alema once and for all.

While recovering at the Jedi's secret base, Fel became depressed as he no longer had any purpose in life. When Jaina asked him to stay with the Jedi as a pilot, Fel asked her frankly whether they were still friends. She answered yes, which convinced him to stay. After Han let Fel fly the *Millennium Falcon* during Allana's rescue from Jacen Solo, Fel found himself unhappily stuck at the Jedi base while the action continued. After Jaina left for Mandalore, Fel worried for her safety as there was no way to check up on her. He found time to help Ben Skywalker prepare the base for evacuation and was present when Ben provided the evidence that Jacen had killed Mara Jade Skywalker and was calling himself Darth Caedus.

Following Jaina's return from training under Boba Fett on Mandalore, Fel assisted in the operation that inserted Jaina onto Nickel One after the Jedi Coalition learned that Caedus was there. Fel would also take part in extracting Jaina after she had been seriously wounded during her duel with Caedus.

During the Battle of Uroo Station, Fel served as gunner on the *Millennium Falcon* and was part of the party that boarded the *Anakin Solo* after the death of Caedus. He would be the first to find Jaina and comforted her in her grief. As her family evacuated her to a hospital ward, she pleaded for Fel to find Zekk, who had disappeared during the battle. When Zekk could not be found, he would be declared missing and presumed dead. Fel would then assist Han Solo and the Jedi Council in storming the fortified cabin where the Imperial Remnant's Moff Council had taken refuge.

Fel was shocked when Master Skywalker forced the Moffs to accept Fel as the Imperial Remnant's new Head of State. Because his sense of duty demanded it, he reluctantly accepted the position as a means to both rein in the Moff Council and to also reestablish a credible Galactic Alliance. He would then take part in peace negotiations on behalf of the Imperial Remnant, with the Galactic Alliance, the Jedi Order, and the Confederation. The peace agreement would elevate Admiral Daala to the position of Chief of State of the Galactic Alliance. However, the Confederation would not rejoin the Galactic Alliance for several years.

Jagged Fel (As of *Invincible*)

CL 14

Medium Human Noble 1/Soldier 6/Ace Pilot 4/Officer 3

Destiny 4; Force 13

Init +16; Senses Perception +15

Languages Basic, Cheunh, 4 unassigned

Defenses Ref 32 (flat-footed 28), Fort 27, Will 31

hp 44; **Threshold** 27

Speed 6 squares

Melee unarmed +14 (1d4+9)

Ranged heavy blaster pistol +17 (3d8+9) or

Ranged heavy blaster pistol +15 (4d8+9) with Rapid Shot or

Ranged heavy blaster pistol +12/+12 (3d8+9) with Double Attack or

Ranged heavy blaster pistol +10/+10 (4d8+9) with Double Attack

and Rapid Shot

Base Atk +12; **Grp** +16

Atk Options Double Attack, Penetrating Attack (pistol), Rapid Shot

Special Actions Battle Analysis, Born Leader, Command Cover

+1, Coordinated Attack, Fearless Leader, Indomitable, Share Talent

x1, Vehicle Dodge +2

Starship Maneuvers Known (Pilot +21): *counter*, *Darklighter spin*,

evasive action, *I have you now (2)*, *intercept (2)*, *overwhelming*

assault (2), *Segnor's loop*, *Skywalker loop*, *Tallon roll*

Abilities Str 14, Dex 18, Con 13, Int 14, Wis 16, Cha 13

Talents Born Leader, Fearless Leader, Spacehound, Battle

Analysis, Indomitable, Penetrating Attack (pistols), Vehicle Focus

(starfighters), Weapon Specialization (pistols)

Feats Armor Proficiency (Light, Medium), Coordinated Attack,

Double Attack (pistols), Linguist, Rapid Shot, Skill Focus (pilot),

Starship Tactics (3), Vehicular Combat, Weapon Focus (pistols),

Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +13, Initiative +16, Knowledge (Tactics) +14,

Mechanics +14, Perception +15, Pilot +21

Possessions heavy blaster pistol, crushgaunts, flight suit, XJ7 X-

wing starfighter

Jagged Fel – D6 Stats

- Stats by dhawk

(As of Tempest)

Type: Exiled/former Chiss Expansionary Defense Force captain/bounty hunter

DEXTERITY 3D+1

Blaster 6D+1, brawling parry 5D+2, dodge 5D+2, melee combat 4D+1, melee parry 4D+1, missile weapons 4D+1, vehicle blasters 4D+2

KNOWLEDGE 2D+2

Alien species 4D, alien species: Chiss 7D, alien species:

Yuuzhan Vong 5D, cultures 4D, cultures: Chiss 7D, intimidation

5D, planetary systems 6D, streetwise 5D, survival 5D, survival: jungle 6D, tactics 6D, tactics: fleets 6D+2, tactics: starfighters 7D+2, willpower 6D

MECHANICAL 3D+2

Astrogation 6D, communications 4D+1, repulsorlift operations

5D, space transports 5D+1, starfighter piloting 8D+2, starfighter

piloting: Chiss Clawcraft 10D, starship gunnery 9D, starship

shields 5D+2

PERCEPTION 3D

Bargain 4D+2, command 8D, command: CEDF pilots 9D+2, con

5D, hide 4D, persuasion 4D+2, search 5D+2, sneak 5D

STRENGTH 2D+1

Brawling 6D+1, climbing/jumping 4D+1, stamina 6D

TECHNICAL 3D

Armor repair 5D, computer programming/repair 4D+2, droid

repair 4D+2, first aid 4D+1, security 6D, starfighter repair 5D+2,

starship weapon repair 4D+2

Force Points: 3

Dark Side Points: 1

Character Points: 21

Move: 10

Equipment: Blaster pistol (4D), comlink, body armor (+1D

versus physical, +2D versus energy, -1D to *Dexterity*), flight suit,

survival gear, short-term memory enhancer (+1D to *willpower* to

resist memory wiping techniques)

(As of Sacrifice)

Bargain 5D, blaster 6D+2, brawling 6D+2, brawling parry 6D,

search 6D, security 6D+1, streetwise 5D+1, survival 5D+1,

willpower 6D+1

Force Points: 3

Dark Side Points: 1

Character Points: 7

Equipment: Blaster pistol (4D), comlink, body armor (+1D

versus physical, +2D versus energy, -1 to *Dexterity*), flight suit,

survival gear, short-term memory enhancer (+1D to *willpower* to

resist memory wiping techniques)

(As of Invincible)

Armor repair 5D+1, brawling 7D, brawling parry 6D+1, dodge 6D,

persuasion 5D, starfighter piloting 9D, search 6D+1, stamina

6D+1

Force Points: 4

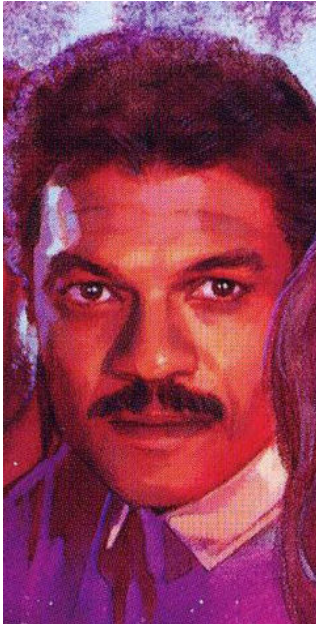
Dark Side Points: 1

Character Points: 5

Equipment: Custom blaster pistol (5D damage; can be used

with crush gauntlets; remote explosive device, 4D physical damage if detonated), integrated armored-flight suit (incorporates cortosis-weave, Mandalorian crush gauntlets, Mandalorian iron armor, backpack with maneuvering thrusters)

Lando Calrissian



From *NJO: The Unifying Force* (Japanese Cover)

- d20 Stats by boccelounge

By 40 ABY, Lando and his wife Tendra were successful businesspeople, but Lando was getting restless. When Han and Leia arrived at the Tendrando Refueling and Repair Station in the Gyndine system, they asked Lando if he would help repair the *Millennium Falcon*. Lando agreed, then offered his services and his yacht, the *Love Commander*, to the Solos; under the condition that they allowed him to join them, to which they agreed. Lando assisted Han and Leia when they met with Corellian Minister of Justice Denjax Teppler at a Corellian cantina. Teppler told the trio that it was the Corellian leader, Dur Gejjen, whom was behind the assassination attempt on Wedge Antilles. Corellian Defense Force agents, in their attempt to detain the group, engaged Lando and the Solos at the cantina.

With the aid of Wedge, Iella, and Myri Antilles, and Corran and Mirax Horn; Lando and the Solos were able to blast their way from Corellia. The group then made their way to the *Errant Venture* and met with Booster Terrik. There, they pooled their resources to prevent further escalation between the Confederation and the Galactic Alliance. While there, Lando had a run-in with Dark Jedi Alema Rar. He attempted to kill Rar with his blaster-modified cane,

but she telekinetically disarmed him. He managed to escape Rar by vocally ordering the cane to stun her; however, she still managed to modify Lando's memory to remove her presence from the encounter. Shortly afterwards, Han and Lando departed on an errand until they were informed of Mara Jade Skywalker's death in the Hapes Cluster.

After the Jedi Order abandoned the Galactic Alliance, and their refusal to side with the Confederation, Lando continued to aid the Jedi, though on the sidelines. In the wake of Kashyyyk's devastation, following the Battle of Kashyyyk, Lando's wife Tendra informed him that he was going to be a father. Shocked and intimidated at the idea of becoming a first-time father at the age of 71, Lando would rejoin his wife for the remainder of the war, but not before bequeathing the *Love Commander* to Han Solo, for Han's own use.

Following the death of Jacen Solo at the Battle of Uroo Station, Lando and Tendra would continue to manage Tendrando Arms. They would expand their legitimate business ventures as the Daala administration took the reins of power of the Galactic Alliance.

Lando Calrissian (As of *Fury*)

CL 16

Medium Human Scoundrel 10/Noble 4/Officer 2

Destiny 2; Force 8; Dark Side 2

Init +10; Senses Perception +15

Languages Basic, Bocce, Huttese, Shyriiwook, Sullustese

Defenses Ref 30 (flat-footed 28), Fort 27, Will 32; Dodge, Mobility hp 77; **Threshold 27**

Speed 6 squares

Melee unarmed +11 (1d4+8)

Ranged blaster pistol +14 (3d6+8) or or

Ranged blaster pistol +12 (4d6+8) with Rapid Shot or or

Ranged blaster pistol +9/9 (3d6+8) with Double Attack or or

Ranged blaster pistol +7/7 (4d6+8) with Rapid Shot and Double Attack

Base Atk +11; Grp +13

Atk Options Dastardly Strike, Double Attack, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Special Actions Command Cover, Fool's Luck, Fortune's Favor, Gambler, Hyperdriven, Share Talent

Abilities Str 10, Dex 15, Con 11, Int 15, Wis 14, Cha 18

Talents Born Leader, Dastardly Strike, Deployment Tactics, Distant Command, Fool's Luck, Fortune's Favor, Gambler, Hyperdriven

Feats Dodge, Double Attack, Linguist, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Focus (Deception),

Skill Focus (Persuasion), Skill Focus (Pilot, Tactics), Skill Training (Tactics), Weapon Focus (pistols), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Deception +22, Gather Information +17, Knowledge (Tactics) +20, Mechanics +15, Perception +15, Persuasion +22, Pilot +20, Use Computer +15

Possessions blaster pistol, blaster-modified cane, comlink, New Republic officer's uniform, SoroSuub 2400 yacht (*Love Commander*)

Lando Calrissian – D6 Stats

(*As of Fury*)

Type: Businessman

DEXTERITY 3D+2

Blaster 11D+1, blaster: hold-out blaster 12D, brawling parry 8D+1, dodge 9D, grenade 7D, melee combat 7D, melee parry 7D+1, thrown weapons 5D, thrown weapons: knives 7D+2

KNOWLEDGE 3D

Alien species 8D, bureaucracy 11D+1, bureaucracy: Imperial Navy procedures 12D, business 12D, business: mining 12D+2, business: administration 13D+1, cultures 9D, languages 7D, planetary systems 7D, streetwise 12D, survival 8D+2, survival: urban 10D+1, tactics 5D, tactics: capital ships 6D+2, tactics: starfighters 9D, value 9D, willpower 8D

MECHANICAL 2D+1

Archaic starship piloting 5D+1, astrogation 9D, communications 8D+1, ground vehicle operation 7D, hover vehicle operation 6D+2, repulsorlift operation 7D, sensors 7D, space transports 11D+2, starfighter piloting 11D+2, starship gunnery 8D+2, starship shields 10D, swoop operation 6D

PERCEPTION 4D

Bargain 11D+1, bargain: minerals 12D+2, bargain: tibanna gas 12D, command 10D+1, con 12D, forgery 9D, gambling 13D+1, hide 9D, persuasion 10D, search 7D, sneak 9D

STRENGTH 2D+2

Brawling 8D+1, climbing/jumping 6D+1, lifting 5D+2, stamina 8D, swimming 6D

TECHNICAL 2D+2

Computer programming/repair 8D, demolitions 5D+1, droid programming 6D, droid repair 6D+2, first aid 6D+2, repulsorlift repair 8D, security 9D, space transports repair 10D+2, starship weapon repair 8D

Force Points: 4

Character Points: 37

Move: 10

Equipment: blaster pistol (4D), blaster-modified cane (3D),

comlink, New Republic officer's uniform, SoroSuub 2400 yacht (*Love Commander*)

Uran Lavint

Stats by Thomas

A female smuggler from Bespin, Uran Lavint was captured by the *Anakin Solo* after Uran had sold her smuggling partners out to the Galactic Alliance to pay her debts. She demanded her ship back, but was given an old YV-666, the *Duracrud*, instead. Unbeknownst to her, Jacen Solo had ordered that her hyperdrive be sabotaged to work only once, in retaliation for her insulting him.

Once Lavint jumped to an empty area of space, the hyperdrive failed and she was unable to repair it. However, Alema Rar had stowed away in the hold and helped her repair the hyperdrive in exchange for Lavint helping Alema to find Han and Leia Solo. After the *Duracrud*'s hyperdrive was fixed, Lavint brought Alema to the *Errant Venture* to find the Solos. While Lavint was there, she gambled in the casinos, sometimes with Alema's aid, and drank often. During one of her drunken stupors, Jacen approached her again to have her smuggle him to a secret meeting of the Confederation at Gilatter VIII. She agreed after Jacen gave her a new ship, a Gallofree Yards medium transport. Later, Alema would steal the *Duracrud* to escape the Jedi.

Uran Lavint (*As of Exile*)

CL 8

Medium Human Scoundrel 7/Ace Pilot 1

Init +7; **Senses** Perception +6

Languages Basic, Huttese

Defenses Ref 27 (flat-footed 24), Fort 20, Will 21

hp 57; **Threshold** 20

Speed 6 squares

Melee vibrodagger +10 (3D4+4)

Ranged heavy blaster pistol +13 (3D8+6)

Base Atk +6; **Grp** +9

Attack Options Careful Shot, Deadeye, Point Black Shot

Special Actions Knack, Starship Raider

Ability Scores Str 10, Dex 16, Con 10, Int 12, Wis 14, Cha 14

Talents Hyperdriven, Knack, Spacehound, Starship Raider, Vehicular Evasion

Feats Careful Shot, Deadeye, Dodge, Point Blank Shot, Quickdraw, Skill Focus (Pilot), Tech Specialist, Vehicular Combat, Weapon Proficiency (Advanced, Pistols, Simple)

Skills Deception +11, Gather Information +11, Mechanics +10, Pilot +17, Use Computer +10

Possessions heavy blaster pistol with double trigger and improved damage modification, vibrodagger, utility belt with medpac, comlink, spacer's chest, modified Action VI transport (*Breathe My Jets*), stock YV-666 (*Duracrud*)

Uran Lavint – D6 Stats

- Stats by Thomas

(As of *Exile*)

Type: Smuggler

DEXTERITY 2D+2

Blaster 5D, blaster: heavy blaster pistol 6D, dodge 4D+2, grenade 3D, melee combat 3D, pickpocket 4D+1

KNOWLEDGE 3D+1

Languages 4D, law enforcement 4D, planetary systems 4D+2, streetwise 5D, value 5D+2

MECHANICAL 3D

Astrogation 5D+2, communications 4D, sensors 5D+2, space transports 6D, space transports: Action VI transport 8D, starfighter piloting 5D, starship gunnery 5D, starship shields 5D

PERCEPTION 3D+2

Bargain 5D, con 4D, gambling 4D+1, hide 4D, search 5D+1, sneak 4D

STRENGTH 2D

Brawling 4D

TECHNICAL 3D+1

Computer programming/repair 4D+2, first aid 5D, security 4D+1, space transport repair 6D

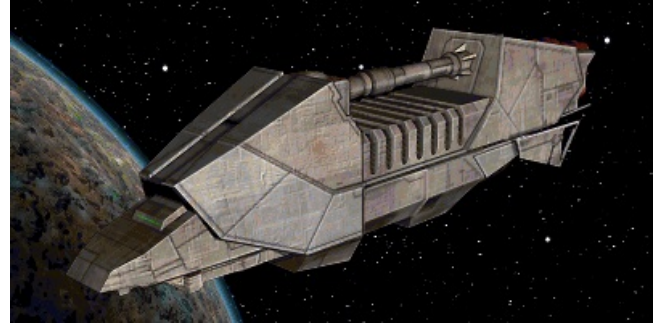
Force Points 2

Character Points 20

Move 10

Equipment: Modified DL-44 heavy blaster pistol (5D+2), vibrodagger (STR+1D), blast vest (+1D physical, +1 energy), datapad, comlink, spacer's chest, modified Action VI freighter (*Breathe My Jets*), stock YV-666 (*Duracrud*)

Breathe My Jets



Star Wars Rebellion

- d20 Stats by Thomas

Modified Action VI Bulk Transport

CL 13

Colossal (Frigate) Capital ship

Init -3; Senses Perception +6

Defenses Ref 12 (flat-footed 12), Fort 36; +12 armor

hp 600; DR 15; SR 25; Thresh 136

Speed fly 12 squares (Max. Velocity 650 km/h), Fly 1 Square (starship scale)

Ranged medium laser cannon +10 (see below) or docking gun (heavy repeating blaster) +10 (see below)

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +6; **Grp** +46

Abilities Str 62, Dex 10, Con --, Int 12

Skills Initiative -3, Mechanics +10, Perception +6, Pilot +7, Use Computer +6

Crew 2 (Uran Lavint and pilot droid); **Passengers** 1

Cargo 89,750 tons; **Consumables** 3 months; **Carried Craft** None

Hyperdrive x3, navicomputer

Medium Laser Cannons (pilot)

Atk +10 (+5 autofire), **Dmg** 5d10x2

Docking Gun (pilot)

Atk +10 (+5 autofire), **Dmg** 3d10x2

Breathe My Jets – D6 Stats

- Stats by Thomas

Craft: Modified Corellian Action VI Bulk Transport

Type: Medium transport

Scale: Capital

Length: 125 meters

Skill: Space Transports: Action VI transport

Crew: 2*

Crew Skill: See Uran Lavint

Passengers: 1

Cargo Capacity: 89,750 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x3

Nav Computer: Yes

Maneuverability: 2D

Space: 2

Atmosphere: 225: 650 km/h

Hull: 4D

Shields: 3D

Sensors:

Passive: 20/0D

Scan: 30/1D

Search: 40/2D

Focus: 3/2D

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D (may be controlled from cockpit)

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Heavy Repeating Blaster (Retractable)

Fire Arc: Turret

Scale: Character

Skill: Vehicle Blasters

Fire Control: 3D (fired from cockpit)

Atmosphere Range: 3-75/200/500

Damage: 8D

*Uran Lavint has made extensive use of slave circuitry, cutting down the necessary crew compliment.

Duracrud



The Complete Star Wars Encyclopedia

- D20 stats by Thomas

Corellian YV-666 Transport

CL 8

Colossal Space Transport

Init -8; **Senses** Perception +6

Defenses Ref 9 (flat footed 9), Fort 28; +10 armor

hp 120; **DR** 15; **Threshold** 78

Speed fly 12 squares (max velocity 1,000 km/h), fly 3 squares (starship scale)

Ranged 2 light laser cannons +10 (see below), or retractable quad laser turret +10 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +6; **Grp** 44

Abilities Str 46, Dex 8, Con --, Int 12

Skills Initiative -8, Mechanics +10, Perception +6, Pilot +7, Use Computer +10

Crew 1 (Uran Lavint); **Passengers** 4

Cargo 120 tons; **Consumable** 6 months; **Carried Craft** none

Hyperdrive x3 (backup x14), navicomputer

Light Laser Cannons (pilot)

Atk +10 (+5 autofire), **Dmg** 5d10x2

Retractable Quad Laser Turret (pilot)

Atk +10 (+5 autofire), **Dmg** 4d10x2

Duracrud – D6 Stats

- Stats by +Oliver Queen

Craft: Corellian Engineering Corporation YV-666 Light Freighter

Type: Light freighter

Era: Legacy

Affiliation: General

Scale: Starfighter

Length: 41 meters

Crew: 2 (pilot, co-pilot/engineer); gunners: 1, skeleton: 1/+10

Crew Skill: Space transports: YV-666

Passengers: 6

Cargo Capacity: 120 metric tons

Consumables: 3 months

Cost: 132,000 (new)

Hyperdrive Multiplier: x3

Backup Hyperdrive: x14

Nav Computer: Yes

Maneuverability: 0D

Space: 4

Atmosphere: 280; 800 km/h

Hull: 4D

Shields: None

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/4D

Weapons

2 Light Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot or co-pilot)

Scale: Starfighter

Skill: Starfighter gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

1 Quad Laser Turret (Retractable)

Fire Arc: Turret (dorsal)

Crew: 1 (gunner)

Scale: Starfighter

Skill: Starfighter gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Game Notes: Maneuvering Fins: in atmosphere

(Maneuverability: +2)



CHAPTER 7: MANDALORE RISING

Overview

By 40 ABY, a rich vein of Mandalorian iron, also known as *beskar*, was discovered on Mandalore, which grew Mandalore's economy significantly. With this strategic resource, *Mand'alor* Boba Fett decided that Mandalore would be neutral in the Second Galactic Civil War. In addition, Fett ordered the recall of two million *Mando'ade* back to Mandalore.

After MandalMotors built the prototype *Bes'ulrik* starfighter, the Verpines of the Roche Asteroid Belt approached Fett with a proposal for an alliance and technology exchange. Fett agreed.

Boba Fett



Star Wars: The Essential Atlas, Chris Trevas

By 40 ABY, Boba Fett had been diagnosed as having only a year or two to live. Striving to cheat death once again, Fett resolved to find Taun We and Ko Sai, who had been rumored to have developed techniques to slow the rapid aging of clones.

While trying to track down Taun We on Kamino, Fett met with the Prime Minister, who confirmed that Taun We didn't have the information Fett needed, but that Ko Sai, another Kaminoan genetic engineer who had died during the Clone Wars, gave the data to an ARC Trooper clone. Fett, accompanied by fellow bounty hunter Mirta Gev, then began his search for this clone. Additionally, Fett wanted to meet up with his daughter Ailyn Vel, in hopes of reconciling with her, even though he knew that she had harbored deep resentment and even attempted to kill him once before.

Mirta presented Fett with a Heart of Fire gemstone that Fett had given to his ex-wife, Sintas Vel, on their wedding day, in hopes of luring him to meet with Ailyn Vel, who had been contracted by Thracken Sal-Solo to assassinate the Solo family. Mirta was, unbeknownst to Fett, Ailyn's daughter and, thus, Fett's granddaughter. Over the years, both Mirta and Ailyn had planned on killing Fett for revenge, due to him walking out on his marriage when Ailyn was only two years old.

Fett was later contacted by Thracken Sal-Solo to provide security for Centerpoint Station. After informing Sal-Solo that he would think about this, Fett made arrangements with Dur Gejjen to assassinate Sal-Solo.

After meeting up with Han Solo on Corellia, Fett told Solo that he would kill Sal-Solo and that Solo could have a shot at him if he liked. As it turned out, it was Mirta Gev who fired the shot that ended Sal-Solo's life. Later, Fett was told that his daughter had

been killed while being interrogated on Coruscant. Mirta Gev then revealed to Fett that he was her grandfather. They then reconciled and vowed to recover Jango Fett's body from Geonosis and bury Ailyn and Jango on Mandalore.

Later, Goran Beviin informed Fett that it was Jacen Solo who had killed his daughter during a botched interrogation. With the rest of the gathered Mandalorians waiting expectantly for Fett to begin planning for reprisals, Fett recognized the hallmarks of Jacen becoming a Sith like Darth Vader before him. Fett then ordered a set of *beskar* chest armor and a pair of crushgaunts be sent to Han Solo, so that he could "throttle the life out of his vermin spawn." Fett then signed the package "*With deepest sympathy.*"

Fett eventually found Jaing Skirata – the clone he was searching for. Skirata had long since destroyed Ko Sai's data. However, because he was also a clone, Skirata provided Fett with a bone marrow transplant which cured Fett of his ailments. Shortly thereafter, Fett learned that his ex-wife was still alive on Phaeda – frozen in carbonite for nearly forty years. Fett then gave Mirta the credits needed to claim the carbonite slab and free his ex-wife.

Jaina Solo arrived on Mandalore seeking Fett's help in training her to hunt down and confront her brother Jacen, who was now the Sith Lord Darth Caedus. Fett agreed to train her, but promised to be a hard and uncompromising teacher. Jaina endured many defeats and humiliations from Fett and other Mandalorians during her time on Mandalore.

Fett was then contracted by Admiral Daala to capture the *Bloodfin*, Grand Admiral Pellaeon's former flagship, which was under the control of the Imperial Remnant. Jaina joined Fett and several other Mandalorians on an operation to retake the *Bloodfin*. However, while the Mandalorians were successful in capturing the *Bloodfin*, Caedus and his apprentice Tahiri Veila managed to escape. A month after returning to Mandalore, Fett oversaw his granddaughter's wedding to a Mandalorian warrior named Ghes Orade.

Sometime later, Fett and Solo inspected Nickel One, the asteroid home of the Verpine after the Yuuzhan Vong War. While they were there, the Imperial Remnant attacked the Roche system. During the evacuation of Nickel One, Fett informed Solo that she could return to the Jedi Order, having learned all that she needed to confront Caedus.

During the Second Battle of Roche, Fett teamed up with the Solos and Skywalkers. While Jaina would be inserted into Nickel One to confront Caedus, the Mandalorians would take out the Imperial Moff. Both attempts failed – Jaina was only successful in cutting off one of Caedus' arms before he escaped, and the Mandalorians were all killed, except for Mirta, who had been left for

dead. Unbeknownst to the Jedi or to Fett, Mirta was not dead, but instead had been captured by Caedus.

During Mirta's interrogation, Caedus attempted to plant seeds of doubt and hatred in Mirta's mind, insinuating that Fett intentionally abandoned her during the recent battle. Eventually, the Imperial Moffs requested blood and skin samples from Mirta, in order to manufacture a nanovirus that would attack the Fett genome on Mandalore; Caedus acceded to this request. Shortly afterwards, the Moffs successfully seeded Mandalore with the nanovirus. Fortunately for Fett, he was off-world at the time. But until an antidote is made, Fett and any of his descendants will be unable to set foot on Mandalore.

Boba Fett (As of *Invincible*)

CL 19

Medium Human Scout 3/Soldier 5/Bounty Hunter 7/Elite Trooper 4

Destiny 8; **Force** 6; **Dark Side** 10

Init +18; **Senses** Low-light Vision; Perception +16

Languages Basic, Huttese, *Mando'a*

Defenses Ref 37 (flat-footed 33), Fort 37, Will 31; Damage Reduction 2

hp 176; **Threshold** 37

Speed 6 squares, fly 6 squares (jet pack); Running Attack

Melee unarmed +21 (1d6+12)

Ranged blaster carbine +22 (3d8+9) or

Ranged blaster carbine +20 (4d8+9) with Rapid Shot or

Ranged blaster carbine +19/+19 (3d8+9) with Double Attack or

Ranged blaster carbine +21/+21 (4d8+9) with Rapid Shot and

Double Attack or

Ranged grenade launcher +22 (4d6+9, stun, 2-square burst) or

Ranged flamethrower +22 (3d6+9, 6-square cone) or

Ranged missile launcher +22 (6d6+9, 2-square splash) or

Ranged stun grenade +22 (4d6+9, 2-square burst) or

Ranged whipcord +22 (grab)

Base Atk +18; **Grp** +22

Attack Options Double Attack, Hunter's Mark, Keen Shot, Point Blank Shot, Precise Shot, Rapid Shot

Special Options Familiar Foe +3, Hunter's Target, Quick Draw, Relentless

Abilities Str 16, Dex 19, Con 16, Int 14, Wis 14, Cha 14

Special Qualities Damage Reduction 2, Delay Damage

Talents Acute Senses, Armored Defense, Hunter's Mark, Hunter's Target, Improved Armored Defense, Improved Stealth, Juggernaut, Keen Shot, Multi-attack Proficiency (rifles), Notorious, Relentless

Feats Armor Proficiency (light, medium), Double Attack (rifles), Exotic Weapon Proficiency (flamethrower), Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +17, Initiative +18, Knowledge (tactics) +16, Perception +16, Persuasion +16 (may reroll and keep better result when intimidating), Pilot +18, Stealth +18 (may reroll, but result must be kept), Survival +16

Possessions Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments), blaster carbine with mounted grenade launcher, 4 stun grenades, flamethrower (5 shots), missile launcher, 4 missiles, whipcord (treat as net), blaster gauntlet (treat as hold-out blaster), jet pack (10 charges), three Wookiee scalps attached to shoulder, modified *Firespray*-class pursuit ship (*Slave I*), utility belt with medpac

Boba Fett – D6 Stats

- Stats by Thomas

(As of *Invincible*)

Type: Human Bounty Hunter

DEXTERITY 4D

Armor weapons 8D+2, blaster 9D, blaster rifle 12D+1, brawling parry 5D*, dodge 8D*, grenade 8D+1*, melee combat 7D+2*, melee parry 7D*, missile weapons 8D+2, thrown weapons 6D+2, vehicle blasters 7D

KNOWLEDGE 2D+2

Alien species 7D, bureaucracy 8D+2, cultures 8D, intimidation 10D+1, languages 7D+2, law enforcement 5D+2, planetary systems 8D, streetwise 8D, survival 6D, value 6D+1, willpower 10D+2

MECHANICAL 2D+2

Astrogation 6D+1, beast riding 6D, communications 6D+2, jet pack operation 9D+1, repulsorlift operation 5D, repulsorlift operation: speeder bike 7D, space transports 9D, starship gunnery 9D, starship shields 8D

PERCEPTION 3D

Bargain 7D, command 4D+2, command: Mandalorians 8D+1, con 6D, gambling 6D, hide 6D, investigation 10D+2, persuasion 7D, search 9D+2, sneak 6D+2

STRENGTH 3D

Brawling 7D*, climbing/jumping 4D, lifting 4D*, stamina 5D*, swimming 5D

TECHNICAL 2D

Armor repair 6D, computer programming/repair 4D, demolitions 6D, droid programming 4D, first aid 4D+2, security 8D, space transports repair 6D

*Some of Boba Fett's skills have decreased due to age

Force Points: 5

Dark Side Points: 7

Character Points: 30

Move: 10

Equipment: Battle armor (see below), blaster rifle (6D damage), comlink, Wookiee scalps attached to shoulder, modified *Firespray*-class pursuit ship (*Slave I*), utility belt with medpac

Boba Fett's Battle Armor

Model: Mandalorian *beskar'gam* battle armor

Type: Personal battle armor

Cost: Not available for sale

Availability: Unique

Game Effect:

Basic Suit: Provides +4D to *Strength* for physical attacks, +3D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties. Made from Mandalorian iron: Fett's armor receives an additional +2D to resist damage from lightsabers.

Wrist Lasers: 5D damage, uses *armor weapons* skill, range: 3-5/25/50.

Rocket Dart Launcher: 6D damage, uses *missile weapons* skill, range: 3-5/25/50, poison tipped (causes 5D damage for five rounds). Can use alternative poisons and stun serums.

Turbo Projected Grappling Hook: 100 meter lanyard. Uses *missile weapons* skill, range: 1-3/10/20, magnetic grappling "hook."

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

Concussion Grenade Launcher: Damage: per grenade, ammo: 20 grenades.

Jet Pack: Has a Move of 100 meters horizontally and 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or *search* for objects 100-500 meters away. Scomp-linked into blaster rifle: reduces range two levels (for example, long range becomes short range).

Sound Sensor: Adds +1D to *Perception* or *search*. This bonus only applies in quiet situations.

Internal Comlink: Can be linked into *Slave I*'s control system (with beckon call), adjusted to other standard frequencies. Also

has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Boba Fett can patch into shipboard communications.

Winch: Capable of lifting 100 kilograms (Fett and his equipment only).

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Capsule: Boba Fett has worn a suit of Mandalorian armor for most of his adult life, but only after becoming the reigning *Mand'alor* does he wear a suit of proper *beskar'gam*. Forged uniquely for him by Goran Beviin and his partner, Fett's suit contains all the standard weapons and equipment worthy of the Mandalorian super commandos, but also gives him additional protection against lightsabers. Fett's armor provides him with a wide arrangement of weaponry and superior protection without sacrificing mobility.

Goran Beviin

- D20 stats and Bio by Ardent

A traditionalist Mandalorian, Goran Beviin managed to have the blue armor he has worn since his youth to be constructed of the prized Mandalorian iron known as *beskar*. Beviin spent much of his youth fighting as a mercenary, a profession nearly every Mandalorian engages in for some period of their life. Not very much is known of his activities prior to the Yuuzhan Vong War, but he accepted a contract from Nom Anor in 24 ABY to kill a politician named Ter Abbes as part of the preparation for the Yuuzhan Vong invasion. He fought against the Yuuzhan Vong with Boba Fett and the other Mandalorian commandos, and gained recognition as the first Mandalorian to scalp a Yuuzhan Vong during the Battle of New Holgha. (By the end of the war, however, nearly every Mandalorian had taken a Yuuzhan Vong scalp). Beviin fought for several years at the side of the Jedi Knight Kubarriet during the Yuuzhan Vong War and trusted him implicitly. After surviving the Yuuzhan Vong War, Beviin earned a place as one of Fett's most trusted lieutenants.

But for all his skill in battle, when Beviin removes his armor he is a charming, affable man with an easy smile and a genuine heart. He cares deeply for his family, including his husband, Medrit Vasur, and their adopted daughter Dinua Jeban. Beviin serves as acting *Mand'alor* when Fett has to attend to other business offworld.

Goran Beviin

CL 16

Medium Human Scout 4/Soldier 7/Elite Trooper 5

Destiny 3 (Education); **Force** 6; **Dark Side** 3

Init +15; **Senses** Perception +16

Languages Basic, *Mando'a*

Defenses Ref 22 (flat-footed 20), Fort 26, Will 19
hp 134; **Threshold** 26

Speed 4 squares

Melee saber +19 (1d8+9) or

Melee saber +14 (1d8+9) and saber +14 (1d8+9)

Ranged blaster rifle +17 (3d8+8) or

Ranged blaster rifle +17 (3d8+8) with Autofire or

Ranged blaster rifle +12/+12 (3d8+8) with Double Attack

Base Atk +15; **Grp** +17

Atk Options Bantha Rush, Cleave, Double Attack, Improved Charge, Point Blank Shot, Precise Shot, Power Attack, Mobility, Rapid Strike, Greater Devastating Attack, Stunning Strike, Melee Smash

Special Actions Delay Damage, DR 2

Abilities Str 14, Dex 14, Con 14, Int 15, Wis 16, Cha 13

Talents Acute Senses, Expert Tracker, Armored Defense, Improved Armored Defense, Melee Smash, Stunning Strike, Devastating Attack (saber), Greater Weapon Focus (saber), Greater Devastating Attack (saber)

Feats Armor Proficiency (Light, Medium), Bantha Rush, Cleave, Dodge, Double Attack, Exotic WP (saber), Improved Charge, Point Blank Shot, Power Attack, Precise Shot, Martial Arts I, Mobility, Shake it Off, Rapid Strike, Weapon Focus (saber), WP (pistols, rifles, simple)

Skills Endurance +15, Initiative +15, Knowledge (tactics) +15, Mechanics +15, Perception +16, Pilot +15, Survival +16

Possessions Blue *beskar'gam* armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments), *beskar* saber

Goran Beviin – D6 Stats

- Stats by Thomas

(As of Invincible)

Type: Mandalorian soldier/blacksmith

DEXTERITY 2D

Blaster 5D, brawling parry 3D+2, dodge 5D+2, grenade 4D, melee combat 4D, melee combat: *beskar* saber 5D, melee parry 5D, running 3D+2

KNOWLEDGE 2D

Languages 2D+1, streetwise 3D, survival 3D, value 4D+1

MECHANICAL 2D

Jet pack operation 3D, repulsorlift operation 2D+1

PERCEPTION 2D+1

Bargain 3D+1, hide 3D+1, search 3D+1, sneak 3D+1

STRENGTH 3D

Brawling 3D+2, lifting 5D, stamina 4D

TECHNICAL 3D+2

Armor repair 6D, blaster repair 4D, first aid 4D+2, melee weapons repair 5D

Force Points: 3

Dark Side Points: 1

Character Points: 13

Move: 10

Equipment: Mandalorian battle armor (see below), heavy blaster pistol (5D), *beskar* saber (STR+2D, may use melee parry vs. lightsaber), blacksmithing tools, 1000 credits, XP-34 landspeeder

Goran Beviin's Battle Armor

Model: Mandalorian battle armor

Type: Personal battle armor

Cost: 5000 credits if sold on Mandalore (add 10000 credits if sold elsewhere or to off-worlders)

Availability: 2 if sold on Mandalore (3, R or X if sold elsewhere or to off-worlders)

Game Effect:

Basic Suit: Provides +3D to *Strength* for physical attacks, +2D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties. Made from Mandalorian iron: Goran's armor receives an additional +2D to resist damage from lightsabers.

Wrist Lasers: 5D damage, uses *armor weapons* skill, range: 3-5/25/50.

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

Jet Pack: Has a Move of 100 meters horizontally and 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or *search* for objects 100-500 meters away

Internal Comlink: Can be linked into a starship's control system (with a beckon call), adjusted to other standard frequencies. Also has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result,

Beviin can patch into shipboard communications.

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Gotab

The man known today as Gotab was once a Jedi Knight known by the name of Bardan Jusik during the Clone Wars. Jusik was accepted as a Mandalorian warrior during a mission to eliminate terrorist cells on Coruscant. This mission resulted in Delta Squad tracking down Ko Sai, a Kaminoan genetic engineer. Because of his affinity with the ARC troopers, Jusik left the Jedi Order, but was allowed to retain his lightsaber. He would continue to lead clone troopers during the Clone Wars and later would settle on Mandalore, under his adopted name of Gotab.

Gotab posed as a Kiffar healer, and in 40 ABY, when Boba Fett needed a Kiffar with psychometric abilities in order to read his ex-wife's Heart of Fire pendant, Gotab would provide Fett and Mirta with information that Sintas Vel had gone after a gangster on Phaeda. It was later discovered that Sintas had been frozen in carbonite by the gangster Rezodar.

Gotab (As of *Revelation*)

CL 15

Medium Venerable Human Jedi 7/Jedi Knight 1/Soldier 7

Destiny 5; Force 6

Init +17; Senses Use the Force +21 (may substitute for Perception checks)

Languages Basic, *Mando'a*

Defenses Ref 27 (flat-footed 27), Fort 26, Will 31; Armored Defense, Improved Armor Defense, Melee Defense

hp 99; Threshold 26

Speed 6 squares

Melee lightsaber +16 (2d8+7) or

Melee lightsaber +11/+11 (2d8+7) with Double Attack

Ranged blaster pistol +15 (3d6+7) or

Ranged blaster pistol +10/+10 (3d6+7) with Double Attack or

Ranged blaster pistol +13 (4d6+7) with Rapid Shot or

Ranged blaster pistol +8/+8 (4d6+7) with Double Attack and Rapid Shot or

Ranged blaster pistol +5/+5/+5 (3d6+7) with Triple Attack or

Ranged blaster pistol +3/+3/+3 (4d6+7) with Triple Attack and Rapid Shot

Base Atk +15; Grp +15

Attack Options Double Attack, Point Blank Shot, Rapid Shot, Severing Strike, Triple Attack

Special Options Battle Analysis, Harm's Way, Melee Defense, Quick Draw

Force Powers Known (Use the Force +21): *battle strike* (2), *farseeing*, *Force slam*, *Force thrust*, *mind trick*, *move object*, *vital transfer* (3)

Abilities Str 10, Dex 11, Con 9, Int 17, Wis 18, Cha 18

Talents Armored Defense, Battle Analysis, Block, Deflect, Force Perception, Harm's Way, Improved Armored Defense, Severing Strike, Visions

Feats Armor Proficiency (light, medium), Combat Reflexes, Double Attack (lightsabers, pistols), Force Sensitivity, Force Training (2), Melee Defense, Quick Draw, Rapid Shot, Skill Focus (Initiative, Use the Force), Triple Attack (pistols), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Endurance +11, Initiative +17, Knowledge (tactics) +15, Pilot +12, Use the Force +21 (may substitute for Perception checks)

Possessions lightsaber (self-built), Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments)

Gotab – D6 Stats

- Stats by Thomas

As of Revelation

Type: Former Jedi turned Mandalorian

DEXTERITY 3D

Blaster 5D, brawling parry 3D+2*, dodge 6D, lightsaber 7D+2*, melee combat 4D+1*, melee parry 6D+1*, running 4D*, vehicle blasters 3D+2

KNOWLEDGE 3D

Alien species 5D, bureaucracy: GAR logistics 5D+2, cultures 3D+2, languages 4D+1, scholar 5D, scholar: Jedi lore 6D, streetwise 5D+2, survival 4D, tactics 3D+1, willpower 5D

MECHANICAL 2D

Astrogation 4D, jet pack operation 2D+2, repulsorlift operation 4D, space transports 4D+1

PERCEPTION 3D+1

Bargain 5D, command 6D, con 6D, gambling 4D+1, hide 5D, investigation 4D+2, persuasion 4D+2, search 6D, sneak 5D+1

STRENGTH 2D+2

Brawling 3D*, climbing/jumping 4D*, stamina 5D+2*

TECHNICAL 3D

Armor repair 5D, first aid 5D+2, lightsaber repair 7D, security 4D+2

*Some skills have been lowered to represent aging or lack of

use

Special Abilities:

Force Skills: *Control* 8D, *sense* 7D+1, *alter* 8D+1

These Force powers are only some that Gotab has thus far demonstrated:

Control: Accelerate healing, control pain

Sense: Combat sense, danger sense, life detection, postcognition, sense Force

Control and Sense: Lightsaber combat

Control and Alter: Accelerate another's healing, control another's pain, transfer Force

Control, Sense, and Alter: Affect mind

This character is Force-sensitive.

Force Points: 8

Character Points: 19

Move: 10

Equipment: Lightsaber (5D, blue blade), Mandalorian battle armor (see below)

Gotab's Battle Armor

Model: Mandalorian battle armor

Type: Personal battle armor

Cost: 5000 credits if sold on Mandalore (add 10000 credits if sold elsewhere or to off-worlders)

Availability: 2 if sold on Mandalore (3, R or X if sold elsewhere or to off-worlders)

Game Effect:

Basic Suit: Provides +3D to *Strength* for physical attacks, +2D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties. Made from Mandalorian iron: Gotab's armor receives an additional +2D to resist damage from lightsabers.

Wrist Lasers: 5D damage, uses *armor weapons* skill, range: 3-5/25/50.

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or *search* for objects 100-500 meters away

Internal Comlink: Can be linked into a starship's control system (with a beckon call), adjusted to other standard frequencies. Also has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result,

Gotab can patch into shipboard communications.

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Mirta Gev



The Essential Reader's Companion

- Bio by Thomas

Mirta Gev is approximately 18 years of age, of partial Kiffar descent, and the daughter of Ailyn Vel, making her the granddaughter of the legendary bounty hunter Boba Fett. Mirta was raised mostly by her mother but spent two summers learning about Mandalorian traditions and language from her father before his tragic death in a hull breach accident. After his death, Ailyn took over sole responsibility as Mirta's caregiver, eventually passing on a deep-seated hatred of Boba Fett, whom she blamed for abandoning her and being indirectly responsible for the death of her mother, Sintas Vel. The two of them would eventually hatch a plan to locate and kill Fett.

Around 40 ABY, Mirta was following the family tradition of working as a bounty hunter. She encountered Fett on Taris and, in order to attract his attention, showed him the Heart of Fire jewel that he had given to Sintas as a wedding present decades before. Mirta claimed that she had taken it off the man responsible for Sintas' death and that she was going to return it to Ailyn and claim the bounty on it. In a moment of generosity, Fett paid Mirta five thousand credits for any information on Ailyn and allowed her to accompany him on his search for the missing Kaminoan geneticist Taun We.

While Fett and Mirta were onboard *Slave 1*, Mirta mentioned meeting a clone who had claimed to have fought in the Clone Wars and looked roughly the same age as him. On a trip to Vohai, Fett

and Mirta were approached by Thrackan Sal-Solo, who wanted Fett's Mandalorians to defend Centerpoint Station against Galactic Alliance troops. Fett agreed and in disgust, Mirta berated him for putting aside his responsibilities as *Mand'alor*, bringing to light her heritage as a Mandalorian. She also mentioned that she had been unable to contact Ailyn and was worried for her.

On Corellia, when Fett was planning on locating Ailyn through Han Solo, Mirta mentioned just how much she disliked Sal-Solo. In fact, when Fett and Solo joined forces to eliminate Thrackan, it was Mirta who actually took the shot that killed Sal-Solo. When Solo, trying to make good on his promise, informed Fett that Ailyn had been killed in custody, Mirta attempted to kill Fett but was restrained by Leia Organa Solo. In the aftermath, Mirta revealed that she was Ailyn's daughter and had planned on killing Fett all along. Han, however, managed to convince her to spare Fett's life as he was her only surviving relative. Although still angry with him, Mirta began convincing Fett to become a better *Mand'alor*. After collecting Ailyn's body, the two collected Jango's remains from Geonosis and buried them on Mandalore.

While searching for Jaing Skirata, Mirta and Boba discovered that Sintas was still alive but frozen in carbonite and would make plans to rescue her. Afterwards, Mirta married Ghes Orade, learned more about her grandfather's past, and became friends with Jaina Solo.

Mirta Gev (As of *Invincible*)

CL 7

Medium Human Scout 1/Soldier 6

Destiny 3; **Force** 5; **Dark Side** 4

Init +16; **Senses** Low-light vision, Perception +9

Languages Basic, Huttese, *Mando'a*

Defenses Ref 25 (flat-footed 23), Fort 23, Will 18

hp 44; **Threshold** 23

Speed 4 squares

Melee unarmed +9 (1d4+4)

Ranged blaster pistol +9 (3d6+3) or

Ranged blaster pistol +7 (4d6+3) with Rapid Shot or

Ranged blaster pistol +4/+4 (3d6+3) with Double Attack or

Ranged blaster pistol +2/+2 (4d6+3) with Double Attack and Rapid Shot

Base Atk +6; **Grp** +9

Atk Options Devastating Attack (pistol), Double Attack, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Evasion, Quick Draw, Shake it Off

Abilities Str 13, Dex 16, Con 14, Int 15, Wis 12, Cha 10

Talents Evasion, Armored Defense, Improved Armor Defense, Devastating Attack (pistols)

Feats Armor Proficiency (Light, Medium), Double Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake it Off, Skill Focus (Initiative), Weapon Finesse, Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +10, Initiative +16, Knowledge (Tactics) +10, Mechanics +10, Perception +9, Survival +9

Possessions blaster pistol, Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments)

Mirta Gev – D6 Stats

- Stats by Thomas

(As of *Invincible*)

Type: Vengeful hunter

DEXTERITY 3D+2

Blaster 5D+2, dodge 6D, melee combat 5D+1, melee parry 5D

KNOWLEDGE 2D

Intimidation 3D+2, languages 2D+1, law enforcement 3D+1, planetary systems 2D+1, streetwise 4D, survival 3D+1, willpower 4D

MECHANICAL 2D+1

Astrogation 3D+1, jet pack operation 4D+1, repulsorlift operation 5D, space transports 4D+1, starship gunnery 4D+2

PERCEPTION 4D

Bargain 5D+1, con 5D, hide 5D+1, persuasion 4D+2, search 6D, sneak 5D+1

STRENGTH 2D+2

Brawling 4D, climbing/jumping 3D+2, stamina 3D+1

TECHNICAL 3D

Armor repair 3D+2, computer programming/repair 4D, first aid 4D, security 5D

Force Points: 3

Dark Side Points: 2

Character Points: 16

Move: 10

Equipment: Mandalorian battle armor (see entry below), blaster rifle (5D), blaster pistol (4D), utility belt with medpac

Mirta Gev's Battle Armor

Model: Mandalorian Light Battle Armor

Type: personal battle armor

Cost: 5000 credits if sold on Mandalore (add 10000 credits if sold elsewhere or to off-worlders)

Availability: 2 if sold on Mandalore (3, R or X if sold elsewhere

or to off-worlders)

Game Effects:

Basic Suit: Provides +2D to *Strength* for physical attacks, +1D for energy attacks. Covers head, torso, and upper arms. No *Dexterity* penalties. Made from Mandalorian iron: Mirta's armor receives an additional +2D to resist damage from lightsabers.

Wrist Lasers: 5D Damage, uses the *armor weapons* skill, range: 3-5/25/50.

Flame Projector: 5D Damage, uses the *armor weapons* skill, creates a cone one meter wide, variable 1-5 meters long.

Jetpack: Has a move of 100 meters horizontally or 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor adds +1D to *Perception* in darkness or against moving targets facing ahead and to both sides.

Macrobinoculars: Adds +2D to *Perception* or *search* for objects 100-300 meters away.

Internal Comlink: Can be linked into a starship's control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Mirta can patch into shipboard communications.

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Jaing Skirata

- Stats and Bio by Mack Jace

Jaing Skirata, originally known as Null-10 or simply N-10, was a Null-class Advanced Recon Commando in the Grand Army of the Republic. After the Clone Wars, he became a Mandalorian of Clan Skirata.

According to Kal Skirata, Null-10 was an "artist amongst data deceivers" and could, along with fellow Null Kom'rk, "track a flitnat across the galaxy." His weapon of choice was the Verpine shatter gun.

Due to high casualties among the Clone Commandos in the Battle of Geonosis, new special forces troops were needed to replace the casualties. Null-10 was involved with training these new recruits from regular units.

A year into the Clone Wars, Null-10 was, as Fi put it, "cannoned up and hiking with extreme prejudice in the Bakura

sector." Along with clone shadow troopers, he was part of one of the Clone Intelligence units responsible for locating General Grievous on Utapau. They did this as early as 21 BBY, but Null-10 felt that the information had come to them too easily and was part of a trap, so he didn't report this information to his superiors until the end of the Clone Wars.

After the Clone Wars had ended, Null-10 took the name Jaing Skirata, and officially became a member of Clan Skirata. He was mistaken for Boba Fett by Mirta Gev, who was trying to locate the infamous bounty hunter. Boba Fett would later find out that he had fought in the Battle of Geonosis, which would make him the physiological equivalent of 140 years old after taking into account the accelerated aging process the clones went through. Jiang had aged normally however, thanks to the work of Ko Sai. Because of this, Jiang provided Fett with a sample of his bone marrow to help keep Fett alive.

Jaing Skirata (As of Revelation)

CL 18

Medium Human Scout 4/Soldier 5/Elite Trooper 5/Gunslinger 4

Destiny 3; **Force** 6; **Dark Side** 2

Init +17; **Senses** Perception +18

Languages Basic, Binary, Huttese, Kaminoan, *Mando'a*

Defenses Ref 26 (flat-footed 22), Fort 35, Will 34

hp 179; **Threshold** 35

Speed 4 squares

Melee knife +17 (1d4+9) or

Melee knife +7 (1d4+9) and blaster rifle +10 (3d8+9)

Ranged blaster rifle +20 (3d8+9) or

Ranged blaster rifle +15 (3d8+9) with Autofire or

Ranged blaster rifle +17/+17 (3d8+9) with Double Attack or

Ranged blaster rifle +12/+12/+12 (3d8+9) with Triple Attack or

Ranged blaster rifle +7/+7 (3d8+9) and knife +4 (1d4+9) with

Double Attack or

Ranged blaster rifle +2/+2/+2 (3d8+9) and knife -1 (1d4+9) with

Triple Attack

Base Atk +17; **Grp** +20

Atk Options Combat Reflexes, Debilitating Shot, Double Attack, Point Blank Shot, Precise Shot, Triple Attack

Special Actions Delay Damage, Dodge, Draw Fire, Harm's Way, Quick Draw, Shake it Off, Trusty Sidearm +2

Abilities Str 11, Dex 16, Con 13, Int 18, Wis 18, Cha 12

Talents Acute Senses, Expert Tracker, Improved Stealth, Hidden Movement, Draw Fire, Harm's Way, Tough as Nails, Multiattack Proficiency (rifles) (x1), Debilitating Shot

Feats Armor Proficiency (Light, Medium), Combat Reflexes, Dodge, Double Attack (pistols, rifle), Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Shake it Off, Skill Focus (x1), Toughness, Triple Attack (pistols, rifles), WP (pistols, rifles, simple)

Skills Endurance +15, Initiative +17, Knowledge (Technology) +18, Perception +18, Stealth +17, Survival +18, Treat Injury +18, Use Computer +18

Possessions knife, blaster rifle, Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments)

Jaing Skirata – D6 Stats

- Stats by Thomas

(As of Revelation)

Type: Former Null ARC Trooper

DEXTERITY 3D*

Armor weapons 6D, blaster 9D, brawling parry 6D, dodge 6D, grenade 4D+1, melee combat 5D+1*, melee parry 4D+2*, missile weapons 7D, vehicle blasters 6D+1

KNOWLEDGE 2D+2**

Alien species 6D, bureaucracy 5D, cultures 6D+1, intimidation 7D, languages 5D+2, planetary systems 6D, streetwise 7D, survival 5D+2, value 6D, willpower 6D

MECHANICAL 2D+2

Astrogation 7D, jet pack operation 6D, repulsorlift operation 5D+2, space transports 8D, starship gunnery 9D, starship shields 5D, sensors 6D

PERCEPTION 3D

Bargain 8D, command 5D+2, con 7D, gambling 7D, hide 5D+2, investigation 8D, persuasion 6D+2, search 8D+1, sneak 6D+1

STRENGTH 2D+2*

Brawling 5D*, climbing/jumping 5D+1, lifting 4D+1, stamina 3D+1*, swimming 4D+2*

TECHNICAL 2D

Aquatic vehicle repair 5D+2, armor repair 7D, computer programming/repair 7D+1, demolitions 6D+2, droid programming 3D+1, security 9D, space transport repair 7D+1

*Some skills have been lowered to reflect aging or disuse.

**Eidetic Memory: Due to Kaminoan genetic tinkering, Jaing has a near perfect memory. (see rules for Advantages & Disadvantages: Extraordinary Memory, *Star Wars 2nd Edition: Revised, Expanded, and Updated*, page 29)

Force Points: 3

Dark Side Points: 3

Character Points: 24

Move: 10

Equipment: Blaster rifle (5D), knife (STR+1D), blaster pistol

(4D), Mandalorian battle armor (see below), pair of grey gloves

Jaing Skirata's Battle Armor

Model: Mandalorian battle armor

Type: Personal battle armor

Cost: 5000 credits if sold on Mandalore (add 10000 credits if sold elsewhere or to off-worlders)

Availability: 2 if sold on Mandalore (3, R or X if sold elsewhere or to off-worlders)

Game Effect:

Basic Suit: Provides +3D to *Strength* for physical attacks, +2D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties. Made from Mandalorian iron, Jaing's armor provides an extra +2D energy to resist lightsabers.

Wrist Lasers: 5D damage, uses *armor weapons* skill, range: 3-5/25/50.

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

Jet Pack: Has a Move of 100 meters horizontally. 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or *search* for objects 100-500 meters away

Internal Comlink: Can be linked into a starship's control system (with a beckon call), adjusted to other standard frequencies. Also has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Jaing can patch into shipboard communications.

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

faction who wanted to see a resurgence of the Mandalorian people in the galaxy.

Venku was very close friends with Gotab, who in reality was former Jedi Knight Bardan Jusik. The two of them were so close, in fact, that some mistook Gotab to be Venku's father. When Boba Fett came to Mandalore in 40 ABY, he was introduced to Venku when he delivered a sample of Jiang Skirata's bone marrow to cure Fett's illness.

The armor Venku wore was unlike any other – he claimed it was created from plates of the harnesses of dead relatives, naming uncles, a cousin, and an aunt as well as his father – an extreme variation on an old Mandalorian tradition.

Venku Skirata (As of *Revelation*)

CL 15

Medium Human Noble 3/Soldier 12

Destiny 2; Force 5

Init +15; Senses Perception +14

Languages Basic, *Mando'a*, Muun, 6 unassigned

Defenses Ref 32 (flat-footed 27), Fort 30, Will 29

hp 60; **Threshold** 30

Speed 4 squares

Melee unarmed +14 (1d8+7) or

Melee lightsaber +14 (2d8+7)

Ranged blaster rifle +18 (3d8+7) or

Ranged blaster rifle +13 (3d8+7) with Autofire or

Ranged blaster rifle +13/+13 (3d8+7) with Double Attack

Base Atk +14; Grp +17

Atk Options Double Attack, Point Blank Shot

Special Actions Born Leader, Dodge, Harm's Way, Indomitable, Melee Defense, Quick Draw, Shake it Off

Abilities Str 11, Dex 16, Con 13, Int 17, Wis 15, Cha 14

Talents Presence, Born Leader, Armored Defense, Armor Mastery, Improved Armor Defense, Harm's Way, Indomitable (x1), Tough as Nails

Feats Armor Proficiency (Light, Medium), Dodge, Double Attack (rifle), Dual Mastery I, II, Force Sensitivity, Linguist (x1), Martial Arts I, II, Melee Defense, Point Blank Shot, Quick Draw, Shake it Off, Toughness, Weapon Focus (rifles), Weapon Proficiency (lightsabers, pistols, rifles, simple)

Skills Endurance +13, Gather Information +14, Initiative +15, Perception +14, Persuasion +14, Use Computer +15, Use the Force +14

Possessions lightsaber x2, blaster rifle, Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments)

Venku Skirata

- D20 stats and Bio by Mack Jace

Venku Skirata was the Force-sensitive son of the clone commando Darman and the Jedi Knight Etain Tur-Mukan, and thus a biological nephew of Boba Fett. He was adopted by Kal Skirata as his grandson and was raised in the Mandalorian culture of his genetic ancestors. By 40 ABY, he was a farmer known as Kad'ika, or "Little Saber" in *Mando'a*, as well as the leader of a political

Venku Skirata – D6 Stats

- Stats by Thomas

(As of Revelation)

Type: Force-sensitive Mandalorian

DEXTERITY 3D

Blaster 5D, brawling parry 5D, dodge 6D, grenade 4D+1, lightsaber 5D+2, melee combat 3D+2, melee parry 5D

KNOWLEDGE 2D

Alien species 4D+2, cultures 3D, cultures: Mandalore 4D+1, languages 3D, planetary systems 3D+1, streetwise 5D+1, survival 5D, willpower 5D+2

MECHANICAL 2D

Jet pack operation 3D+1, repulsorlift operation 3D, space transports 3D+1, starship gunnery 2D+2

PERCEPTION 3D

Con 5D, hide 5D+2, persuasion 4D+2, search 5D+2, sneak 4D+2

STRENGTH 2D+2

Brawling 5D+1, stamina 5D, running 4D

TECHNICAL 2D

Armor repair 5D, computer programming/repair 3D, lightsaber repair 4D, security 3D+1

Special Abilities:

Force Skills: *Control 3D, sense 3D+1, alter 2D+2*

These Force powers are only some that Venku Skirata has thus far demonstrated:

Control: *Accelerate healing, control pain*

Sense: *Combat sense, danger sense, life detection*

Control and Sense: *Lightsaber combat*

Control and Alter: *Accelerate another's healing, control another's pain, transfer Force*

Control, Sense, and Alter: *Affect mind*

This character is Force-sensitive.

Force Points: 4

Character Points: 10

Move: 10

Equipment: two lightsabers (5D, 1 green and 1 blue blades), heavy blaster pistol (5D), Mandalorian battle armor (see below), utility belt

Venku Skirata's Battle Armor

Model: Mandalorian battle armor

Type: personal battle armor

Cost: 7000 credits if sold on Mandalore (add 10000 credits if sold elsewhere or to off-worlders)

Availability: 2 if sold on Mandalore (4, R or X if sold elsewhere

or to off-worlders)

Game Effect:

Basic Suit: Provides +4D to *Strength* for physical attacks, +3D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties.

Wrist Lasers: 5D damage, uses *armor weapons* skill, range: 3-5/25/50 m.

Turbo Projected Grappling Hook: 20 meter lanyard. Uses *missile weapons* skill, range: 1-3/10/20, magnetic grappling "hook."

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

Jet Pack: Has a Move of 100 meters horizontally and 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or *search* for objects 100-500 meters away. Scomp-linked into blaster pistol: reduces range two levels (for example, long range becomes short range).

Sound Sensor: Adds +1D to *Perception* or *search*. This bonus only applies in quiet situations.

Internal Comlink: Can be linked into a starship's control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Venku can patch into shipboard communications.

Winch: Capable of lifting 100 kilograms (Venku and his equipment only).

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Ailyn Vel



The Complete Star Wars Encyclopedia

The daughter of Boba Fett and Sintas Vel, Ailyn Vel was a successful and respectable bounty hunter. Blaming her father for abandoning his family and for her mother's death, Ailyn spent many years hunting him. After killing a clone of her grandfather Jango Fett, who she mistakenly believed was her father, she decided to follow in her father's footsteps. She became a very dangerous bounty hunter in her own right even while keeping her own identity secret in the process.

Sometime after the Battle of Endor, Ailyn discovered that her father was still alive and began hunting him again. Shortly before the outbreak of the Yuuzhan Vong War, she gave birth to her daughter Mirta. While raising Mirta in the Mandalorian tradition, Ailyn also raised her daughter to hate and despise Boba Fett for abandoning their family and for Sintas' disappearance and presumed death.

At the start of the Second Galactic Civil War, Ailyn, operating under the alias Ailyn Habuur, accepted a contract to kill Han Solo from Solo's cousin, Thrackan Sal-Solo. Attempting to use Mirta to draw out her father so that she could finally avenge her mother's death, she gave Mirta her half of a Heart of Fire pendant, so that Fett would meet with her. Before her plan could be carried out, Ailyn was arrested on Coruscant by Colonel Jacen Solo on a GAG raid. Unfortunately, Jacen accidentally killed Ailyn while he was interrogating her.

Jacen eventually brought Ailyn's body to Corellia upon Boba Fett's and Mirta Gev's request. Following the revelation from a fellow Mandalorian that it was Jacen who had killed his daughter during her interrogation, Boba Fett considered hunting him down to avenge her. Because he was already aware of the internal strife going on within the Solo family, he figured that they would hurt themselves far worse than he ever could.

Ailyn was buried with her half of the Heart of Fire pendant in a modest burial site outside Keldabe. Ailyn never learned that her mother was still alive, encased in carbonite since Ailyn's sixteenth birthday.

Ailyn Vel (As of *Bloodlines*)

CL 10

Medium Human Soldier 7/Elite Trooper 3

Force 11; **Dark Side** 10

Init +12; **Senses** Perception +11

Languages Basic, Mando'a

Defenses Ref 24 (flat-footed 22), Fort 29, Will 21
hp 101; second wind +25/50; **DR** 3; **Threshold** 29

Speed 4 squares

Melee by weapon +12

Ranged heavy blaster pistol +12 (3d8+5) or

Ranged heavy blaster pistol +7/+7 (3d8+5) with Double Attack or

Ranged heavy blaster pistol +7 (3d8+5) and heavy blaster pistol +7 (3d8+5) or

Ranged heavy blaster pistol +2/+2 (3d8+5) and heavy blaster pistol +2 (3d8+5) with Double Attack or

Ranged heavy blaster pistol +12 (3d8+5) or

Ranged heavy blaster pistol +7/+7 (3d8+5) with Double Attack or

Ranged heavy blaster pistol +2/+2 (3d8+5) and heavy blaster pistol +2 (3d8+5) with Double Attack

Base Atk +10; **Grp** +12

Atk Options Advantageous Attack, Assured Attack, Cunning Attack, Double Attack (pistols), Dual Weapon Mastery, Power Blast

Special Actions Ambush Specialist, Combat Reflexes

Abilities Str 15, Dex 14, Con 16, Int 13, Wis 13, Cha 12

Special Qualities delay damage

Talents Ambush Specialist, Armor Mastery, Armored Defense, Armored Mandalorian, Jet Pack Training, Mandalorian Glory

Feats Advantageous Attack, Armor Proficiency (heavy, light, medium), Assured Attack, Combat Reflexes, Cunning Attack, Double Attack (pistols), Dual Weapon Mastery I, Power Blast, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Jump +12, Knowledge (tactics) +11, Perception +11, Pilot +12

Possessions 2 heavy blaster pistols, Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments)

Ailyn Vel – D6 Stats

(As of *Bloodlines*)

Type: Human Bounty Hunter

DEXTERITY 3D+2

Blaster 8D, dodge 7D, melee combat 7D+1, melee parry 8D

KNOWLEDGE 2D

Cultures 5D, cultures: Kiffar 8D+1, intimidation 6D, languages 5D+2, law enforcement 6D, planetary systems 7D, streetwise 8D+2, survival 7D+1, willpower 8D

MECHANICAL 2D+1

Astrogation 6D+2, jet pack operation 7D+2, repulsorlift operation 6D+1, space transports 8D+2, starship gunnery 4D+2

PERCEPTION 4D

Bargain 7D+1, con 10D, hide 9D+2, persuasion 6D, search 9D, sneak 8D

STRENGTH 2D+2

Brawling 6D, climbing/jumping 5D, stamina 7D+1

TECHNICAL 3D

Armor repair 8D+2, computer programming/repair 6D, first aid 7D, security 7D+1

Force Points: 3

Dark Side Points: 5

Character Points: 16

Move: 10

Equipment: Mandalorian battle armor (see entry below), blaster rifle (5D), blaster pistol (4D), utility belt with medpac

Ailyn Vel's Battle Armor

Model: Mandalorian Light Battle Armor

Type: Personal battle armor

Cost: 5000 credits if sold on Mandalore (add 10,000 credits if sold elsewhere or to off-worlders)

Availability: 2 if sold on Mandalore (3, R or X if sold elsewhere or to off-worlders)

Game Effects:

Basic Suit: Provides +2D to *Strength* for physical attacks, +1D for energy attacks. Covers head, torso, and upper arms. No *Dexterity* penalties.

Wrist Lasers: 5D Damage, uses the *armor weapons* skill, range: 3-5/25/50.

Flame Projector: 5D Damage, uses the *armor weapons* skill, creates a cone one meter wide, variable 1-5 meters long.

Jetpack: Has a move of 100 meters horizontally or 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor

adds +1D to *Perception* in darkness or with moving objects facing ahead and to both sides.

Macrobinoculars: Adds +2D to *Perception* or *search* for objects 100-300 meters away.

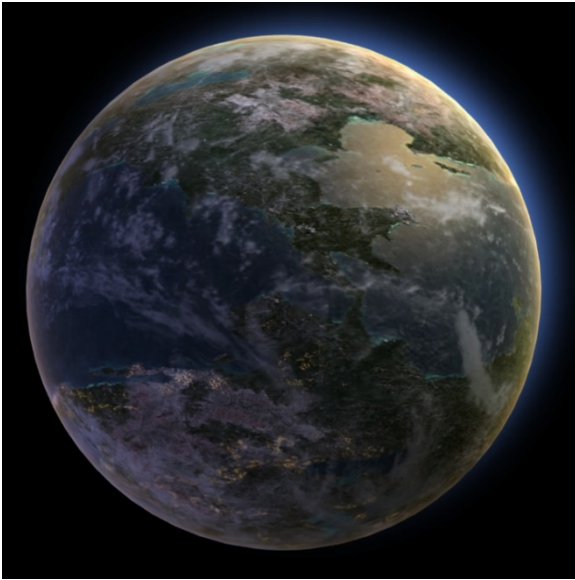
Internal Comlink: Can be linked into a starship's control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.

Broadband Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Ailyn can patch into shipboard communications.

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

CHAPTER 8: GALACTIC GAZETTEER

Adumar



Burntstrobe

Adumar is a temperate planet located near the Coreward edge of Wild Space first settled by Humans in the Ductavis Era, more than 10,000 years before the Battle of Yavin. The settlers, who had been exiled from the Republic, lived in isolation for millennia, and developed into several nation-states that spread across the world. It was not until 12 ABY that Adumar would rejoin galactic society.

In 40 ABY, Adumar allied with Corellia at the start of the Second Galactic Civil War. That year, Jedi Knight Jacen Solo and his apprentice Ben Skywalker were sent on a mission to uncover an illegal missile factory on Adumar. The mission ended in a violent ambush, from which both Jedi narrowly escaped with their lives. The incident sparked political unrest that ignited into total rebellion and threatened to shatter the young Galactic Alliance.

Region: Wild Space (Outer Rim)

Sector: Unknown

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 23.9 standard hours

Length of Year: 350 local days

Sapient Species: Human: Adumari (95%), Human: non-Adumari (2%), other (3%)

Government: Federation

Affiliations: Galactic Alliance/Confederation

Capital: Yedagon City

Major Exports: Starship technology, weapons

Major Imports: Starship technology, weapons

Knowledge (Galactic Lore)

DC	Result
10	Adumar is a temperate world covered with hills, forests, rivers and lakes.
15	Adumar was only recently rediscovered by the galaxy at large, having been a lost human colony.
20	Adumar is made up of numerous nation-states which only recently formed a planetary government.
25	Adumar is well known for their torpedo factories, arguably some of the biggest in the galaxy. This industrial powerhouse has been highly sought after by both the New Republic and Imperial governments.

Knowledge (Social Sciences)

DC	Result
15	Adumar's warlike history resulted in a cultural obsession with honor duels.
20	Before Adumar became a member of the New Republic, the planet had a rigid caste-based system that effectively made slaves of most of the Adumari.
25	Before Adumar's nation-states unified under a single planetary government, the Adumari held personal honor above all else, and engaged in frequent honor challenges that were fought to the death.

Adumar – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

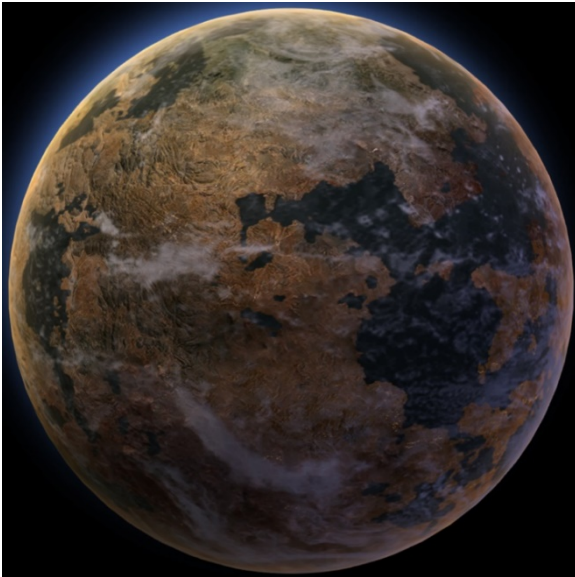
Gravity: Standard

Terrain: Urban, forest, hills, lakes

Length of Day: 23.9 standard hours
Length of Year: 350 local days
Sapient Species: Human: Adumari (95%), Human: non-Adumari (2%), Other (3%)
Starport: 1 stellar, 2 standard
Population: 3.1 billion
Planet Function: Manufacturing/processing
Government: Democratic monarchy (Confederation ally)
Tech Level: Space
Major Exports: Starship technology, weapons
Major Imports: Starship technology, weapons
System/Star: Katorrs/Katorrs
Region: Wild Space

Planets	Type	Moons
Enkep	Molten rock	-
Adumar	Terrestrial	2
Bakarr	Ice ball	-
Katorr	Gas giant	27

Bastion



Burntstrobe

Bastion, originally known as Sartinaynian, is the capital world of the Imperial Remnant, located in the Sartinaynian system within the Braxant sector. Bastion lies at the terminus of the trade route known as the Braxant Run in the Outer Rim Territories.

Originally, "Bastion" was just a code word for the worlds on which the Remnant's Moff Council and administrative headquarters were temporarily located. By the time of the Caamas Document Crisis in 19 ABY, the Imperial government was located on

Sartinaynian, where the rulers of the Imperial Remnant had relocated shortly before peace with the New Republic.

Following the Bastion Accords that ended the Galactic Civil War, the Imperial Remnant no longer required a mobile, secret capital; thus, Sartinaynian remained the Imperial capital and became increasingly well-known in this role. The name of Bastion became permanently associated with the planet, eclipsing its old name. By the time of the Second Galactic Civil War, Bastion was well known to be heavily fortified.

Region: Outer Rim
Sector: Braxant Sector
Climate: Temperate
Gravity: Standard
Moons: 1

Length of Day: 25 standard hours
Length of Year: 361 local days
Sapient Species: Human (94%), other (6%)
Government: Moff Council
Affiliations: Imperial Remnant
Capital: Ravelin
Major Exports: Military supplies
Major Imports: Foodstuffs, high technology, luxury goods

Knowledge (Galactic Lore)

DC	Result
10	Bastion is a world in the Outer Rim and capital of the Empire.
15	Bastion was originally a human colony named Sartinaynian.
20	Bastion used to be a code word for the Imperial Remnant's mobile capital. When Sartinaynian was finally chosen as the Imperial Remnant's permanent capital, it became known as Bastion.
25	Bastion is a heavily guarded world, arguably more heavily guarded than even Coruscant, and is considered one of the jewels of the Empire.

Knowledge (Social Sciences)

DC	Result
10	The human society of Bastion lives in a military state, but the world is peaceful and safe.
15	The people of Bastion were xenophobic until the rule of Grand Admiral Pellaeon, when such feelings began to soften.
20	The people of Bastion are still traumatized from the events of the Yuuzhan Vong War and have continued to urge the Empire to keep heavily fortifying the world.

Bastion – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Hills, plains
Length of Day: 24 standard hours
Length of Year: 363 local days
Sapient Species: Humans (94%), other species (6%)
Starport: 2 Imperial class
Population: 1.5 billion
Planet Function: Administrative/government (Imperial Remnant capital)
Government: Supreme Commander and Moff Council (Imperial Remnant/Galactic Alliance member)
Tech Level: Space
Major Exports: Military supplies
Major Imports: Foodstuffs, high tech, luxury goods
System/Star: Bastion/Sartinaynian
Region: Outer Rim

Centerpoint Station



Suns of Fortune

- d20/D6 Imports/Exports derived from *Suns of Fortune*

Centerpoint Station, known to the Killiks as Qolaraloq or the World Puller, was an ancient space station that was capable of moving entire planets with its tractor beams. It was created by the Thuruht Hive approximately 100,000 BBY; this would make it perhaps one of the oldest known artifacts in the galaxy. It was positioned exactly between the Twin Worlds of Talus and Tralus,

acting as a center of gravity as the two worlds revolved around the station.

In 40 ABY, the Corellian government tried to make Centerpoint Station's repulsor weapon operational again. As the station's weapon had somehow imprinted on Anakin Solo during the Yuuzhan Vong War years earlier, the Corellian government needed a construct with his biometric data. Corellia's Chief of State, Thrackan Sal-Solo, constructed a droid containing Anakin's biometric data and programmed it to make itself believe it was Anakin Solo. Ben Skywalker disabled the station by convincing the droid to realize that billions of lives would be lost if the station's weapon was fired again. The droid, having inherited Anakin's conscience along with his memories and personality, refused to endanger so many lives and shut itself down rather than be used to fire Centerpoint Station's weapon.

Centerpoint Station was later damaged by Galactic Alliance forces at the end of the Blockade of Corellia, giving rise to the hope that this weapon would never again be used to obliterate innocent worlds.

That hope was soon dashed as it took little time for Centerpoint to become operational again. In an attempt to kill Jacen Solo and also destroy the Galactic Alliance Second Fleet, the weapon was fired under Five World Prime Minister Sadras Koyan's orders. Jacen managed to survive the assault, although most of the Second Fleet was not so fortunate. Jacen later returned to Centerpoint Station at the head of a taskforce to capture the station to use it against the Confederation and win the war.

Seeing that the balance of power would tip greatly in favor of anyone who possessed its enormous destructive force, Grand Master Luke Skywalker and the Jedi Order organized a raid on the station in order to finally destroy it. Jedi Master Kyp Durrone led the raid and was accompanied by Toval Seyah, a Galactic Alliance scientist and former spy who had worked on the station in the past. Seyah was able to modify Centerpoint's galactic data reserves in such a way that all coordinates in the galaxy were altered to match the station's own coordinates.

During the pitched battle between Confederation and Galactic Alliance forces to possess the station, a technician named Rikel, who had lost his wife on Coruscant to the Galactic Alliance Guard, was left in charge of the station's fire-control chamber. Because of Seyah's sabotage, Centerpoint's aim coordinates were relative to itself; thus, when Rikel fired Centerpoint's weapon, the massive station targeted itself. The resulting gravitic pulse completely obliterated the station, killing all on board, and destroying countless vessels caught in its blast radius.

Region: Core

Sector: Corellian Sector
Climate: Temperate
Gravity: Standard (none at poles)
Moons: None
Length of Day: 12 standard hours
Length of Year: 392 local days
Sapient Species: Human, Drall, Selonian
Government: Federation of the Double Worlds
Affiliations: Confederation
Capital: None
Major Exports: High technology, tourism
Major Imports: Luxury goods, technology

Knowledge (Galactic Lore)

DC	Result
10	Centerpoint Station was used to move the planets Corellia, Drall, Selonian, Talus, and Tralus to their current location, millennia before the creation of the Old Republic.
15	At 100 kilometers wide and 350 kilometers in length, Centerpoint Station was larger than either of the Death Stars.
20	Because of the Twin Worlds' close proximity to each other, both planets are subject to greater than normal tidal forces.

Knowledge (Social Sciences)

DC	Result
10	Centerpoint Station lies at a Lagrange point exactly between Talus and Tralus.
15	Centerpoint Station doesn't have artificial gravity. Its builders designed it to rotate to generate gravity.
20	Hollowtown, the spherical central section of Centerpoint Station, served as a place for the station's inhabitants to live and also housed the station's immense tractor beam reactors.
25	Glowpoint served Hollowtown as an artificial sun in the center of the station and also functioned as a power source.

Centerpoint Station – D6 Stats

- Stats by dhawk

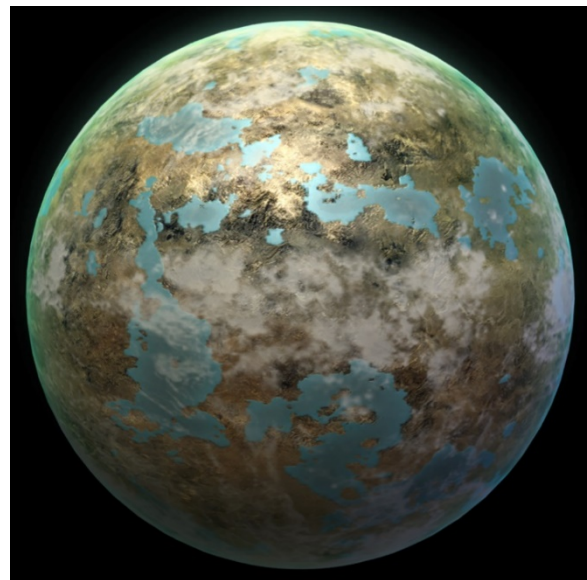
Planet Type: Artificial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard (none at poles)
Terrain: Artificial
Length of Day: 12 standard hours
Length of Year: 392 local days
Residents: Human (85%), Drall (8%), Selonians (5%), other

(2%); Tourists: Humans (55%), other (45%)

Starport: Imperial class capability
Population: 25,000 (Five Worlds/Confederation troops)
Planet Function: Military (Space fortress/superweapon)
Government: Controlled by Prime Minister (Five Worlds Confederation/Confederation asset)
Tech Level: Space
Major Exports: High technology, tourism
Major Imports: Luxury goods, technology
System/Star: Corellia/Corell
Region: Core

Planets	Type	Moons
Corellia	Terrestrial	0
Drall	Terrestrial	0
Talus	Terrestrial	0
Tralus	Terrestrial	0
Centerpoint	Artificial	0
Selonian	Terrestrial	0
Crollia	Barren rock	0
Soronia	Frozen rock	0

Commenor



Burntstrobe

Commenor is a planet in the Commenor system, located in the Colonies Region. Originally a trading outpost and spaceport, Commenor is considered as prestigious as the Core Worlds.

In 40 ABY, Commenor allied with Corellia in the Second Galactic Civil War. At that time, Fyor Rodan was serving as the Commenorian Prime Minister and Matric Klauskin was serving as an admiral in the Commenorian Navy. Commenor sent a fleet to break the Blockade of Corellia. Later, at the height of the war, Commenor contributed a fleet of Star Destroyers equipped with new turbolaser technology to the Confederation war effort.

Commenor later came under attack. During the Battle of Commenor, the Galactic Alliance Third Fleet launched an asteroid at the planet, and the Commenorians were unable to keep it from colliding with their homeworld. In retaliation, the Commenorians released the Affliceria virus bioweapon on Coruscant.

Region: Colonies

Sector: Rachuk Sector

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 22.3 standard hours

Length of Year: 369 local days

Sapient Species: Humans

Government: Representative Council

Affiliations: Confederation

Capital: Chasin City

Major Exports: Starships, military (advanced capital-ship weaponry), gemstones, alcohol

Major Imports: Foodstuffs, technology, luxury goods

Knowledge (Galactic Lore)

DC	Result
10	Commenor is a world covered with valleys and plains as well as large cityscapes.
15	Commenor is well known as a trade hub, producer of brandy and supplier of crysopaz gemstones.
20	Commenor is known to have a significant defense force, including Star Destroyers.
25	Commenor has been known to resist totalitarian governments in the past and present.

Knowledge (Social Sciences)

DC	Result
10	The human society of Commenor is a very open society because of the world's role as a trade hub.
15	Many Commenorians are avid racers and enjoy racing in airspeeders or landspeeders.
20	While Commenor is a cosmopolitan world, there is an anti-Jedi feeling among some Commenorians.

Commenor

Planet Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Mountains, deserts, canyons, oceans

Length of Day: 22.3 standard hours

Length of Year: 369 local days

Sapient Species: Humans

Starport: 2 Imperial class, 3 stellar, 3 standard

Population: 5.5 billion

Planet Function: Administrative/manufacturing

Government: Prime Minister (Confederation founder)

Tech Level: Space

Major Exports: Starships, military (advanced capital-ship weaponry), gemstones, alcohol

Major Imports: Foodstuffs, high tech, luxury goods

Planets	Type	Moons
Commenor	Terrestrial	2: Folor, Brelor

Corellia



Suns of Fortune

Corellia was the capital planet of the Corellian system, which also included Selonia, Drall, Tralus, and Talus as well as the barren worlds of Crollia and Soronia. Corellia was also the birthplace of

smuggler and New Republic General Han Solo as well as Rogue Squadron pilot and New Republic hero Wedge Antilles.

Collectively, the inhabited planets of the system were known as the Five Brothers. As the largest and closest planet to Corell, Corellia was often called the "Eldest Brother" or simply "the Eldest."

In 40 ABY, following the political unrest sparked by a disastrous Jedi mission to uncover an illegal missile factory on Adumar, Corellia joined several other worlds in seceding from the Galactic Alliance. Corellian Head of State Thrackan Sal-Solo also tried to bring Centerpoint Station's superweapon back online. In response, the Galactic Alliance launched a blockade on and above the planet Tralus in the Corellian system in an attempt to bring the rogue worlds to heel.

This only heightened the tensions between the Galactic Alliance and the rebellious worlds. The furious Corellians launched a counterstrike, thus turning the confrontation into a full-scale war that would be known as the Second Galactic Civil War. Corellia was joined by Commenor, Beshpin, Adumar, Fondor, and elements of the Corporate Sector.

The Corellian leadership planned on drawing the Hapes Consortium into the war on their side by assassinating both Queen Mother Tenel Ka and her child Allana, and allying with the Hapans opposed to the Galactic Alliance. Their plan failed as the Queen Mother and her daughter survived and most of the Hapans allied with the Confederation were captured or killed during the Battle of Hapes.

The Corellians later reactivated Centerpoint Station. Upon learning of this, Darth Caedus led a taskforce to Corellia to capture it, but sabotage by the Jedi Coalition destroyed the station before Caedus could take control of it.

Region: Core

Sector: Corellian Sector

Climate: Temperate

Gravity: Standard

Moons: 1

Length of Day: 25 standard hours

Length of Year: 329 local days

Sapient Species: Humans (60%) (N), Selonians (20%) (N), Drall (20%) (N)

Government: Democratic Confederation

Affiliations: Confederation

Capital: Coronet City

Major Exports: Alcohol, finished starships, starship components (hulls, weapon systems, sensors, drives, etc.), agricultural products (raw and processed foodstuffs, fibers and textiles, fuels)

Major Imports: Foodstuffs, technology

Knowledge (Galactic Lore)

DC Result

- 10 Corellians are known to be among the best in the galaxy at building and piloting ships.
- 15 Corellia was one of five worlds that were brought to the Corell system by Centerpoint Station.
- 20 Corellians were among the first to reverse-engineer the Rakatan hyperdrive 25,000 BBY, which allowed the establishment of the Galactic Republic.

Knowledge (Social Sciences)

DC Result

- 10 Corellians have been long held as mavericks and risk-takers.
- 15 Corellians' sense of immortality extends to cremating their dead and compacting the ashes into synthetic diamonds with artificial gravity generators.
- 20 Family is held in high esteem on Corellia, and it is considered bad form to involve other family members in a quarrel.
- 25 Corellia once had a monarchy that was disbanded in 312 BBY.

Corellia – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Hills, forest, plains

Length of Day: 25 standard hours

Length of Year: 329 local days

Sapient Species: Humans (60%) (N), Selonians (20%) (N), Drall (20%) (N)

Starport: 1 Imperial class, 3 stellar, 4 standard

Population: 3 billion

Planet Function: Trade, administrative/government

Government: Five Worlds Prime Minister (Confederation founder)

Tech Level: Space

Major Exports: Alcohol, finished starships, starship components (hulls, weapon systems, sensors, drives, etc.), agricultural products (raw and processed foodstuffs, fibers and textiles, fuels)

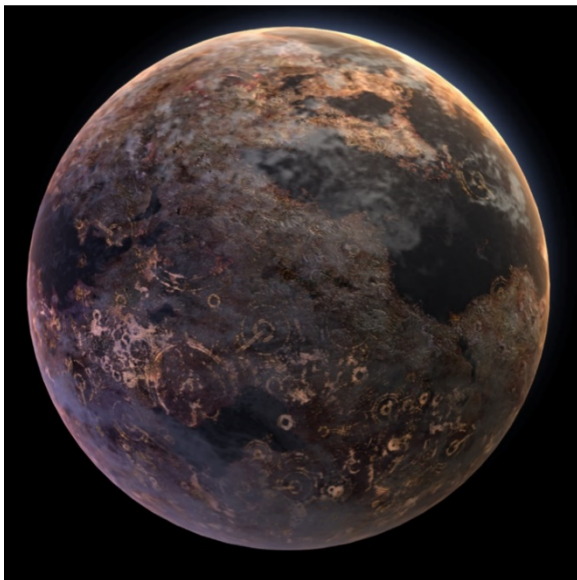
Major Imports: Luxury items, raw materials, weaponry

System/Star: Corellia/Corell

Region: Core

Planets	Type	Moons
Corellia	Terrestrial	0
Drall	Terrestrial	0
Talus	Terrestrial	0
Tralus	Terrestrial	0
Centerpoint	Artificial	0
Selonia	Terrestrial	0
Crollia	Barren rock	0
Soronia	Frozen rock	0

Fondor



Burntstrobe

Fondor is a planet in the Freeworlds Territory of the Tapani Sector, famous throughout the galaxy for its extensive orbital shipyards, outclassed only by those at Corellia and Kuat. The Fondor Shipyards were associated with the Techno Union prior to the Clone Wars, and were large enough to construct the *Executor*, Darth Vader's *Executor*-class Star Dreadnought. The capital city was originally Fondor City and was later moved to Oridin City.

In 40 ABY, Fondor allied with Corellia in the Second Galactic Civil War, as it had been chafing under GA military restrictions. Joint Chief of State Jacen Solo planned to attack the planet in order to set an example for other rebellious worlds. During the Battle of Fondor, Solo's fleet bombarded Oridin City and other urban centers.

During the battle, Imperial Remnant Head of State Gilad Pellaeon was assassinated by Sith apprentice Tahiri Veila after Pellaeon refused to support Jacen Solo's faction of the Galactic

Alliance. Admiral Cha Niathal established the headquarters of her breakaway faction of the Galactic Alliance on the planet afterwards.

Region: Colonies

Sector: Tapani Sector

Climate: Temperate

Gravity: Standard

Moons: 6

Length of Day: 22 standard hours

Length of Year: 337 local days

Sapient Species: Humans (75%), Herglic (11%), Mrissi (7%), Sullustans (3%), Devaronians (2%), other (2%)

Government: Democratic Republic

Affiliations: Jedi Coalition, Galactic Alliance-In-Exile

Capital: Oridin City

Major Exports: Starships, high technology, mid technology

Major Imports: Foodstuffs, consumer goods, machine parts

Knowledge (Galactic Lore)

DC Result

- 10 Fondor's biome used to be mostly desert, but has since become a heavily urbanized ecumenopolis very similar to Coruscant.
- 15 Fondor is completely industrialized and has a very advanced shipyard which has built starships that were used in almost every major conflict in the galaxy's history.
- 20 Fondor is a major manufacturer of Star Destroyers. Fondor is also such a critical shipyard that it has turned the tide in several conflicts.

Knowledge (Social Sciences)

DC Result

- 10 The Fondorians are a Near-Human species who are extremely intelligent.
- 15 The Fondorians are arrogant and believe they are the smartest species in the galaxy.
- 20 Fondor is a very rich world because of its shipyard industry. Its people are known to dress in a regal manner to show off their status.

Fondor – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Dry

Gravity: Standard

Terrain: Urban, desert, wasteland
Length of Day: 31 standard hours
Length of Year: 412 local days
Sapient Species: Humans (75%), Herglic (11%), Mrissi (7%), Sullustans (3%), Devaronians (2%), other (2%)
Starport: 3 Imperial class, 4 stellar, 5 standard
Population: 5 billion
Planet Function: Manufacturing/processing
Government: Guild (Confederation founder)
Tech Level: Space
Major Exports: Starships, high technology, mid technology
Major Imports: Foodstuffs, consumer goods, machine parts
System/Star: Fondor/Fondor
Region: Colonies

Planets	Type	Moons
Faliar	Scorched ball	0
Fondor Belt I	Asteroid belt	—
Fondor Belt II	Asteroid belt	—
Fondor	Terrestrial	6
Fondor Belt III	Asteroid belt	—
Mzeh	Gas giant	11
Fondor Belt IV	Asteroid belt	—

Hapes



The New Essential Atlas

Hapes is the homeworld of the Hapans, a Near-Human race known for their beauty, and the administrative capital of the Hapes Consortium. Surrounded by shimmering nebulae, and with seven moons in the sky after sunset, Hapes has never known the darkness

of true night. As a result, the Hapan people have relatively poor night-vision.

Only a few small, neat cities were necessary to cater to the needs of the state bureaucracy and the Consortium's commercial and legal institutions. Much of the planet remains an unspoiled wilderness of broad oceans, snow-peaked mountains and lush primeval forest where tightly-controlled commercial fisheries and game-preserves are the major focus of Human activity.

During the Second Galactic Civil War, several rogue Hapan nobles calling themselves the Heritage Council secretly contacted the Corellian government and hatched a plot to eliminate the pro-Galactic Alliance Queen Mother Tenel Ka and her daughter Allana. After both the Queen Mother and her heir were dead, the rogue Hapan nobles would then take over the Hapes Consortium and ally with the Confederation.

At the Battle of Hapes, the Hapan loyalists fought against the Heritage Council. Both sides suffered heavy losses, but with the aid of Jacen Solo and his flagship, the *Anakin Solo*, the Hapan loyalists were victorious. Because of his aid in saving the Queen Mother, Jacen was hailed as a hero among the Hapan people. Because of this, Tenel Ka briefly considered announcing Allana's paternity to her people but ultimately decided against it.

Region: Inner Rim (Transitory Mists)

Sector: Hapes Cluster (Interior Region)

Climate: Temperate

Gravity: Standard

Moons: 7

Length of Day: 22 standard hours

Length of Year: 240 local days

Sapient Species: Humans (Hapans) (N) (100%)

Government: Hereditary Monarchy

Affiliations: Galactic Alliance/Jedi Coalition

Capital: Ta'a Chume'Dan

Major Exports: None

Major Imports: Foodstuffs, high technology

Knowledge (Galactic Lore)

DC	Result
10	The Lorell Raiders used Hapes as their base of operations for centuries, preying on Galactic Republic trade routes.
15	The Jedi Order wiped out the Lorell Raiders when they ventured into Republic space in 4050 BBY. The women left behind took control of Hapes and established the female-controlled Hapes Consortium.
20	Around 3100 BBY, a Queen Mother sealed the borders of the Hapes Consortium from the rest of the Galaxy.

Korriban

Knowledge (Social Sciences)

DC	Result
10	Males were treated as second-class citizens, used mainly as breeding stock.
15	Anti-Jedi sentiment was rife among the Hapans, due to the Jedi Order wiping out the Lorell Raiders.
20	Hapan nobility regularly used assassination attempts to advance their own causes.
25	The Queen Mother was treated like a goddess. The choice of consort was used as a means to foster fierce rivalries among the noble houses.

Hapes – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, forest, mountains, oceans
Length of Day: 22 standard hours
Length of Year: 240 local days
Sapient Species: Humans: Hapans (N) (100%)
Starport: 1 Imperial class, 2 stellar, 2 standard
Population: 8 billion
Planet Function: Administrative/government
Government: Hereditary matriarchy (Galactic Alliance member)
Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs, high technology
System/Star: Hapes/Hapes
Region: Inner Rim

Planets	Type	Moons
Hapes	Terrestrial	7
Kavan	Terrestrial	0



Star Wars: The Old Republic Wikipedia

Korriban, known as Pesegam during the reign of Xim the Despot, and also known as Moraband by the time of the Clone Wars, is the sole planet in the Horuset system. It was the original homeworld of the Sith species and a sacred planet for the Sith Order, as it housed the tombs of several ancient and powerful Dark Lords of the Sith. Some of these tombs once contained a number of dark side artifacts, many of which have long since been looted by graverobbers throughout the millennia.

After the Great Hyperspace War in 5000 BBY, Korriban became a barren world due to being so steeped in dark side energies and was eventually abandoned by the Sith. The Sith would intermittently reclaim Korriban over the millennia, but eventually disappeared entirely. Sometime before 40 ABY, the Sith cult known as the One Sith established their headquarters there.

In 40 ABY, the Dark Jedi Alema Rar attempted to make contact with the members of the One Sith on Korriban, but was rebuffed.

For complete Saga Edition d20 Stats, Knowledge (Galactic Lore) and Knowledge (Social Sciences) – [See pg. 158-159, Jedi Academy Training Manual]

Korriban – D6 Stats

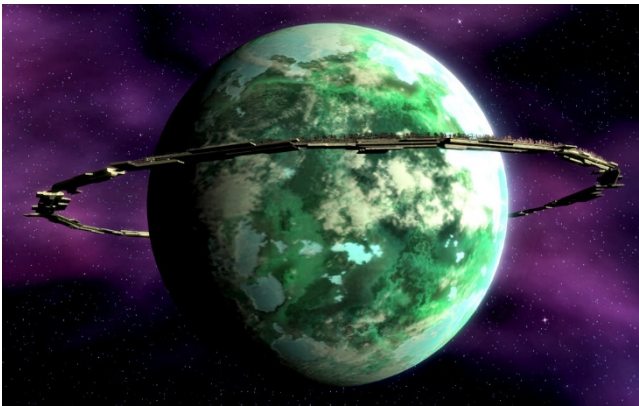
- Stats by dhawk

Planet Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (Breathable)
Hydrosphere: Dry

Gravity: Heavy (1.4 standard)
Terrain: Mountains, canyons, dried riverbeds, tombs/ruins
Length of Day: 28 standard hours
Length of Year: 780 local days
Sapient Species: Sith, Human (historic), various (present)
Starport: 1 standard class (historic); none (present)
Population: 9.6 billion (historic); 30+ members of the One Sith (present)
Planet Function: Sith training facility (historic); Sith burial world (historic and present)
Government: Magocratic dictatorship (historic); none (present)
Tech Level: Space (historic); none (present)
Major Exports: Sith artifacts (black market) (historic and present)
Major Imports: Foodstuffs, high tech, raw materials, weaponry (historic); none (present)
System/Star: Horuset/Horuset
Region: Outer Rim

Planets	Type	Moons
Korriba Scar	Debris belt	-
Korriban	Terrestrial	7
Ashes of Korr	Debris belt	-

Kuat



Star Wars: Empire at War

Kuat is the fourth planet from the star Kuat, located in the Kuat system of the Kuat sector in the Core region of the galaxy. Kuat is situated on a hyperlane that connects it to Raxxa and Balmorra and is less than six parsecs away from Neimoidia. It is a green terrestrial world orbited by two moons named Bador and Ronay.

During the early stages of the Second Galactic Civil War, Toryaz Station served as a neutral ground for negotiations between Prime Minister Aidel Saxan of Corellia and Supreme Commander Gilad

Pellaeon. Later in the war, a large scale space battle took place over the planet. Hoping to catch the Alliance off guard, the Confederation launched an attack on Kuat to gain a foothold for the assault on Coruscant. Nek Bwua'tu set a trap for the Confederation with the First Fleet, Fourth Fleet, Fifth Fleet, Seventh Fleet, and the Hapan Home Fleet which proved successful until the Jedi abandoned the Alliance and left for Kashyyyk upon finding out that Jacen Solo had become a Sith Lord. The battle dragged on for over a week with both sides sustaining heavy casualties. When the Bothans learned of Caedus' attack on Kashyyyk, they left the battle to go to its defense. The Battle of Kuat became essentially a draw.

Region: Core
Sector: Kuat Sector
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 20 standard hours
Length of Year: 322 local days
Sapient Species: Humans (80%), other (20%)
Government: Aristocracy
Affiliations: Galactic Alliance
Capital: Kuat City
Major Exports: Starships, luxury goods, alcohol, art, foodstuffs
Major Imports: Electronics, machinery, raw materials, metals, starship components

Knowledge (Galactic Lore)

DC	Result
10	Kuat was terraformed twenty-five thousand years before the Battle of Yavin.
15	Kuat is the home of Kuat Drive Yards, the preeminent shipyard of the Old Republic, Empire, New Republic, and Galactic Alliance.
20	Kuat was settled by ten merchant families.

Knowledge (Social Sciences)

DC	Result
10	Kuati society is ruled by the original ten merchant families that terraformed Kuat.
20	Telbun are slaves chosen by one of the merchant houses to bear offspring for a Kuati noble. They are later pressed into being the guardian and tutor of the child.

Kuat – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains, forest, canyons
Length of Day: 20 standard hours
Length of Year: 322 local days
Sapient Species: Humans (80%), other (20%)
Starport: 4 Imperial class
Population: 3.6 billion
Planet Function: Starship building, military
Government: Aristocracy (Galactic Alliance member)
Tech Level: Space
Major Exports: Starships, luxury goods, alcohol, art, foodstuffs
Major Imports: Electronics, machinery, raw materials, metals, starship components
System/Star: Kuat/Kuat
Region: Core

Planets	Type	Moons
Ristel	Searing rock	0
Goravas	Volcanic rock	1
Daver Kuat	Terrestrial	2
Kuat	Terrestrial	2
Gortis	Barren rock	3
Rasapan	Gas giant	22

Lorrd



Coruscant and the Core Worlds

Lorrd is located in the Kanz sector and is home to the unique Lorrdian culture of baseline Humans. Lorrd is close to Bimmial, a neighboring planet in the MZX33291 system, likewise in the Kanz Sector. Lorrd's capital city is Lorrd City. Lorrd is well known for its universities and houses of knowledge. People from all over the galaxy come to Lorrd to pursue a wide variety of studies.

By 40 ABY, Lorrd was a member of the Galactic Alliance.

Region: Outer Rim
Sector: Kanz Sector
Climate: Arid (subarctic and desert)
Gravity: Standard
Moons: None
Length of Day: 26 standard hours
Length of Year: 340 local days
Sapient Species: Lorrdians (Human) (N) (82%), Argazdans (12%), other (6%)
Government: Democracy
Affiliations: Galactic Alliance
Capital: Lorrd City
Major Exports: Academic research
Major Imports: Foodstuffs, high technology

Knowledge (Galactic Lore)

DC	Result
10	500 million Lorrdians perished during the Kanz Disorders of 3970-3670 BBY.
15	The Jedi Order assisted in the freeing of Lorrd from the Argazdan Myrialites.
20	During the Yuuzhan Vong War, Lorrd was occupied by the extragalactic invaders.

Knowledge (Social Sciences)

DC	Result
10	During the Kanz Disorders, the Lorrdians were enslaved by the Argazdan Myrialites, who forbade them to speak on pain of death.
15	As a result of developing the Lorrdian sign language while enslaved by Argazdan Myrialites, Lorrdians are more fluent in non-verbal communication than most Humans are in verbal communications.
20	As a result of having endured slavery in their past, Lorrdians remain staunch opponents of slavery even today.

Lorrd – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Arid (subarctic and desert)
Length of Day: 26 standard hours
Length of Year: 340 local days
Sapient Species: Humans (Lorrdians) (N) (82%), Argazdans (12%), other (6%)
Starport: 1 stellar class, 2 standard class
Population: 3 billion
Planet Function: Homeworld, academic research
Government: Representative democracy (Galactic Alliance member)
Tech Level: Space
Major Exports: Academic research
Major Imports: Foodstuffs, high technology
System/Star: Lorrd/Lorrd
Region: Outer Rim

Mandalore



Star Wars: The Clone Wars TV Series

Mandalore is the fifth planet in the Mandalore system of the Outer Rim Territories, not far from the Hydian Way trade route. The homeworld of the multi-species cultural group known as the Mandalorians, the planet was known as *Manda'yaim* in the Mandalorian language, and was named after the legendary conqueror of the vibrant world, *Mand'alor* the First.

During the years leading up to the Second Galactic Civil War, Mandalorians from planets all across the galaxy returned to Mandalore in droves, reclaiming abandoned farmland and bringing their varied expertise to the Mandalorian homeworld.

Two such Mandalorians—one with a background as a geologist and the other as a minerals engineer—decided to scan a region of Mandalore that had been significantly damaged by the Yuuzhan Vong while on orbital approach. Upon further inspection, they discovered a previously unknown lode of *beskar* iron. Located a few hundred kilometers north of the remote town of Enceri, the *beskar* find wasn't located on land owned by any one Mandalorian, and thus the *Mand'alor* declared that the fresh ore would be used a resource for all of Mandalore: half would be sold off-world for profit, and half would be kept for domestic armament.

The newly discovered *beskar* enabled the start of a new era of economic resurgence on Mandalore. When news of Mandalore's *beskar* discovery became publicly known, the Verpine of Roche declared their interest in purchasing some of the powerful metal, but also mentioned the Verpine hive's concerns about potential Mandalorian aggression. Boba Fett, the current *Mand'alor*, was able to quell the Verpine's fears by offering a treaty between Mandalore and Roche, wherein a pact of nonaggression was made, and a mutual aid system was established: Mandalore would provide martial service and *beskar* iron in exchange for exclusive Verpine technology and access to Verpine technical facilities. The Verpine hive accepted, and the resulting alliance strengthened Mandalore's economy even further.

As Mandalore's economy and infrastructure flourished, the outside galaxy was in the midst of a conflict that quickly escalated into the Second Galactic Civil War as the Galactic Alliance faced off against the Corellian-led Confederation. In order to better focus on Mandalore's restoration, Boba Fett declared the planet to be neutral in the conflict. Fett also recognized the importance of mercenary work in providing needed credits to some Mandalorian residents, and thus did not interfere with the right of individuals to take up personal contracts. The Mandalorians were later called, as part of Mandalore's treaty with Roche, to defend the Verpine asteroid Nickel One against an attack by Imperial Remnant forces loyal to Darth Caedus.

Fett and his soldiers were on hand during the Jedi Coalition's retaliatory strike on Nickel One, even participating in killing several Imperial Moffs loyal to Darth Caedus. But in retaliation for the Mandalorians' participation, Caedus sent what ships were left of the Galactic Alliance Fifth Fleet to attack Mandalore. The Fifth Fleet released a nanovirus across the surface, engineered via blood stolen from Mirta Gev to kill any member of the Fett clan who stepped foot on the world. However, unknown to the Imperials who had developed the nanovirus, much of Mandalore's populace had already been

inoculated years earlier during the reign of *Mand'alor* Fenn Shysa by the formerly Separatist scientist Ovolot Qail Uthan.

Region: Outer Rim
Sector: Mandalore Sector
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 24 standard hours
Length of Year: 359 local days
Sapient Species: Humans (81%), other (19%)
Government: Monarchy
Affiliations: Jedi Coalition
Capital: Keldabe
Major Exports: Starships, mercenaries
Major Imports: Raw materials

Knowledge (Galactic Lore) - Info by Thomas

DC	Result
15	Mandalore is located in the Mandalore system just off the Hydian Way. It is the ancestral home of the (in)famous Mandalorian warriors.
20	Although there are several major cities and settlements, the planet is governed from the city of Keldabe by the current <i>Mand'alor</i> .
25	Mandalore is the only planet in the galaxy to contain the ore known as <i>beskar</i> , a metal that can be refined to create amazingly strong armor. <i>Beskar</i> is strong enough to even resist lightsabers.

Mandalore – D6 Stats

Planet Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Jungles, seas, deserts
Length of Day: 19 standard hours
Length of Year: 366 local days
Sapient Species: Humans (81%), other (19%)
Starport: 1 stellar class, several limited services
Population: 4 million
Planet Function: Homeworld
Government: Clan leader
Tech Level: Space

Major Exports: Starships, mercenaries

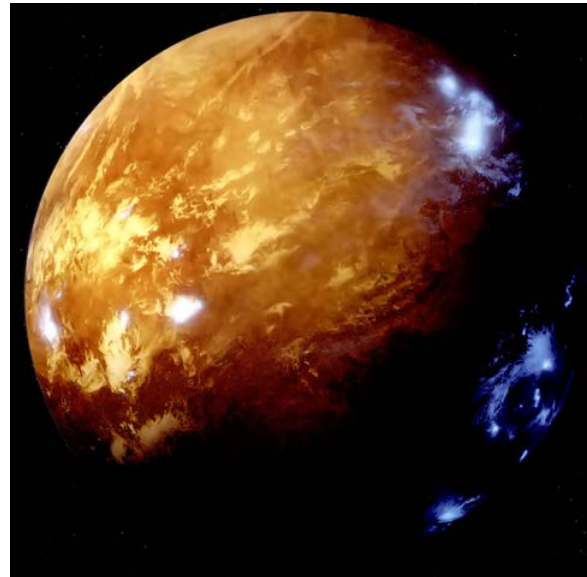
Major Imports: Raw materials

System/Star: Mandalore/Mandalore

Region: Outer Rim

Planets	Type	Moons
Nog	Searing rock	-
Akaan	Airless rock	2
Tracyn	Volcanic rock	4
Kalevala	Toxic desert	-
Mandalore	Terrestrial	2
Mandallia	Terrestrial	1
Bonagal	Gas giant	34
Shukut	Gas giant	30
Werda	Ice ball	-

Ossus



Force and Destiny

Originally a rich, lush world, Ossus was ravaged into an arid and toxic planet when the shockwave of the destruction of the Cron Cluster struck the planet during the Great Sith War in 3996 BBY. Several enclaves of humans took shelter in underground bunkers during the Cron Supernova and managed to survive the disaster. Over time, these survivors banded together in tribal groups and became known as the Ysanna. Luke Skywalker made contact with the Ysanna in 10 ABY and established a Jedi Academy there after the Yuuzhan Vong War.

When Jacen Solo seized control of the Galactic Alliance government in 40 ABY, he knew that the Jedi would oppose his rule. When most of the Jedi Masters left Ossus to attend the funeral of

Mara Jade Skywalker on Coruscant, leaving only Kam and Tionne Solusar and a handful of Knights, Jacen seized his chance and sent a Galactic Alliance Guard division to take control of the academy. Led by Major Salle Serpa, the GAG group claimed to be taking these actions for the protection of the Padawans still in the academy, though their true purpose was to hold the Padawans hostage and prevent Jedi opposition to Jacen.

Shortly thereafter, the Dark Jedi Alema Rar came to Ossus in search of records that would help her understand her newly acquired Sith meditation sphere. A Jedi taskforce consisting of Jaina Solo, Jagged Fel, and Zekk soon followed her there, only to find Serpa in control of the academy. They, like all the other Jedi there, were forced to play along while the Padawans were still under threat, as Serpa intimated that he would gladly destroy the academy if he felt it was a threat. Alema found the information she sought and left the planet, but her pursuers were forced to remain behind.

Following the assassination of Cal Omas, the Jedi cut their ties to the Galactic Alliance. Jacen Solo, declaring that the Jedi had betrayed the Alliance, decided that he needed to capture the Padawans, and ordered the execution of the Masters and Knights. Serpa rounded up the Padawans in an outdoor courtyard and positioned snipers to take out any Jedi who showed themselves. Several Knights and Padawans were wounded or killed, and Kam and Tionne Solusar were grievously injured. Jaina and Jagged were able to avoid the GAG patrols, however, and between them and Zekk, many of the GAG troops were eliminated and Serpa was captured. The other GAG troopers surrendered, some because they had been opposed to Serpa's actions, others out of fear of the Jedi. After the attack, the Jedi abandoned Ossus and relocated for a time to Endor.

Following the conclusion of the Second Galactic Civil War and the demise of Darth Caedus in 41 ABY, the Jedi Order did not immediately return to Ossus, instead electing to remain in their temporary Academy on Shedu Maad.

Region: Outer Rim

Sector: Auril Sector

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 31 standard hours

Length of Year: 299 local days

Sapient Species: Humans: Ysanna (N) (85%), other (15%)

Government: Jedi hierarchy, Ysanna tribal council

Affiliations: Jedi Coalition

Capital: Knossa

Major Exports: None

Major Imports: High technology

Knowledge (Galactic Lore) and Knowledge (Social Sciences) – [See pg. 152, *Jedi Academy Training Manual*]

Ossus – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Dry

Gravity: Standard

Terrain: Hills, mountains, gorges

Length of Day: 31 standard hours

Length of Year: 231 local days

Sapient Species: Humans (Ysanna) (85%), other (15%)

Starport: 1 limited services

Population: 250 million (100 Jedi Order staff/students)

Planet Function: Sustenance (Ysanna), academic (Jedi academy)

Government: Tribal Council (Ysanna)/Jedi Council (Jedi Order)

Tech Level: Industrial (Ysanna); space (Jedi Order)

Major Exports: None

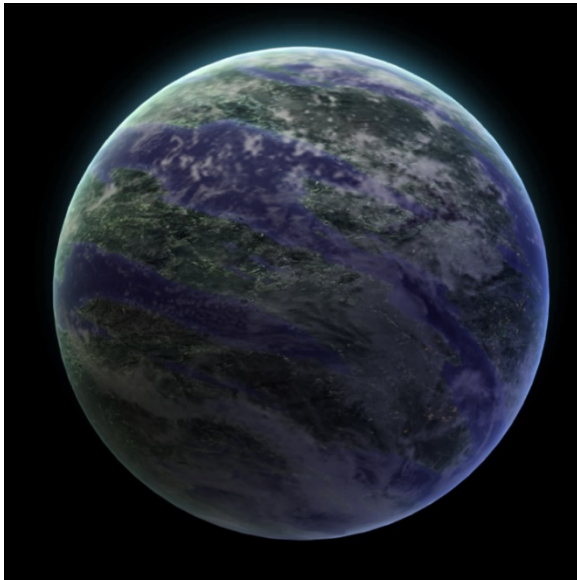
Major Imports: High technology

System/Star: Adega/Adega Prime and Adega Besh

Region: Outer Rim

Planets	Type	Moons
Kassa	Searing rock	0
Tarassi	Barren rock	1
Ossus	Terrestrial	2
Colsassa	Gas giant	11
Missarassa	Ice ball	7

Shedu Maad



Burntstrobe

Shedu Maad is a planet in the Hapes Cluster, located in the Maad system within the Transitory Mists. It was used as a hidden base for the Jedi Coalition after they evacuated their temporary base at Endor. It was here that the Coalition defeated Darth Caedus and ended the Second Galactic Civil War. A Jedi academy was established on the planet shortly after the war.

Region: Inner Rim (Transitory Mists)
Sector: Hapes Cluster (Hapan Rim Worlds)
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 25 standard hours
Length of Year: 276 local days
Sapient Species: Human: Hapans
Government: Hapan Ducha
Affiliations: Jedi Coalition/Galactic Alliance
Capital: None
Major Exports: None
Major Imports: Foodstuffs

Knowledge (Galactic Lore)

DC Result

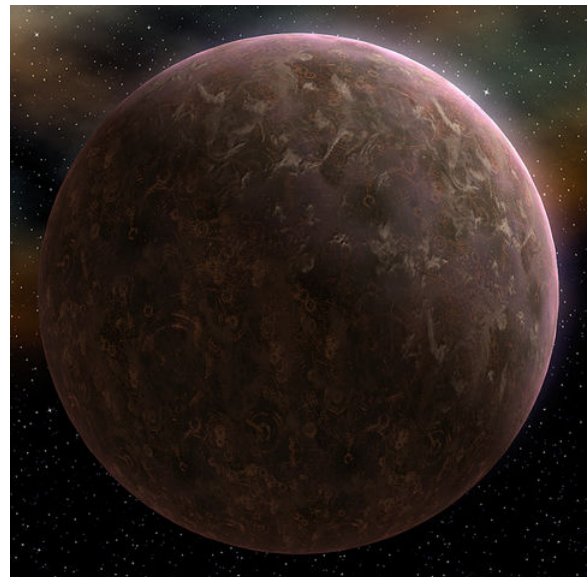
- 10 All long-range holocomm transmissions are blocked by the Transitory Mists, thus ensuring Shedu Maad's isolation.
- 15 Queen Mother Tenel Ka granted the use of Shedu Maad to the Jedi Order.

- 20 In 41 ABY, Shedu Maad was the site where Darth Caedus was defeated, thus ending the Second Galactic Civil War.
- 25 Shedu Maad served as the headquarters of the Jedi Coalition during the later days of the Second Galactic Civil War.

Shedu Maad

Planet Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, mountains, oceans, plains
Length of Day: 25 standard hours
Length of Year: 276 local days
Sapient Species: Human: Hapans (100%) (N)
Starport: 1 standard class, various limited services/landing fields
Population: Less than 1 million
Planet Function: Hidden base
Government: Hapan Ducha
Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs
System/Star: Maad/Maad
Region: Inner Rim (Transitory Mists)

Taris



Star Wars: Empire at War (Forces of Corruption)

Taris is an urban planet in the fifth orbit of its star, located in the Taris system, within the Ojoster sector, of the Outer Rim Territories.

Taris is orbited by four moons. The term Tarisian is used to describe people and products from the planet. The planet's ecumenopolis quickly developed over a century of prosperity and, as a result, the planet suffered from massive overpopulation. Once a galactic nexus that earned great wealth from its strategic position on hyperspace routes, Taris' importance declined with the discovery of improved trade routes, and the planet rapidly began to decline. Taris underwent a series of catastrophes over the millennia, including a civil war in 4056 BBY, the Sith bombardment during the Jedi Civil War a century later and the resulting Dark Age which killed off the last of Taris' remaining population.

The Old Republic eventually recolonized Taris three centuries later. The planet managed to rebuild its ecumenopolis over the centuries but Taris never again managed to regain its former glory.

As of 40 ABY, the famed bounty hunter Boba Fett owned a private residence on Taris. He once retrieved a bounty down in the Lower City and had bad memories of the experience. He returned to Taris to follow a lead about the possible whereabouts of the Kaminoan Taun We, and unwittingly met his granddaughter Mirta Gev.

Region: Outer Rim

Sector: Ojoster Sector (Taris Sub-sector)

Climate: Temperate

Gravity: Standard

Moons: None

Length of Day: 25 standard hours

Length of Year: 295 local days

Sapient Species: Humans (64%), other species (36%)

Government: Republic

Affiliations: Galactic Alliance

Capital: None (ecumenopolis)

Major Exports: Luxury items, Tarisian ale, high technology

Major Imports: Foodstuffs, raw materials

Knowledge (Galactic Lore) - info by Thomas

DC Result

- | | |
|----|---|
| 10 | Some point in their very distant past, Taris suffered an attack that left the city in near ruins. Although it has since been rebuilt, there are still vast swaths of the planet that have yet to be cleared of rubble. |
| 15 | Taris is an ecumenopolis that covers nearly the entire planet, similar to Coruscant. |
| 20 | Like many other city planets, Taris has many districts and layers. Those in the Upper City and Middle City live a life of relative wealth and luxury while those in the Lower City and Undercity areas live in poverty. |

- 30 Rakghouls, a species of mutated feral humans, infest the Undercity and prey on the people who live there.

Taris – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Urban, ruins, oceans

Length of Day: 24 standard hours

Length of Year: 314 local days

Sapient Species: Humans (64%), other species (36%)

Starport: 2 stellar class

Population: 1 billion

Planet Function: Manufacturing/processing, trade

Government: Republic (Galactic Alliance member)

Tech Level: Space

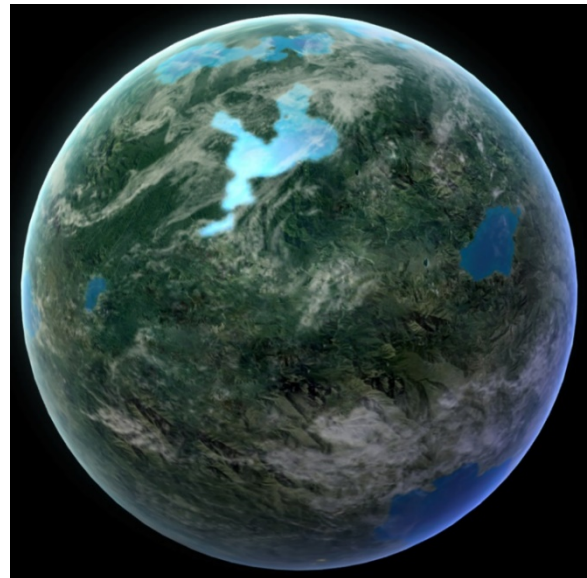
Major Exports: Luxury items, Tarisian ale, high technology

Major Imports: Foodstuffs, raw materials

System/Star: Taris/Taris

Region: Outer Rim

Terephon



Burntstrobe

Terephon is a planet in the Hapes Cluster, located in the Transitory Mists. The Mists, which blocks all long-range and holocomm transmissions, ensured Terephon's isolation and helped shape its reputation in the Hapes Consortium as a backwater world.

Nevertheless, rising from the marshy plains of the planet are several Hapan cities and mountain ranges. The world became popular for hunting, and wealthy nobles often built retreats on Terephon. The Hapan Royal Guard also has a training facility there.

Region: Inner Rim (Transitory Mists)
Sector: Hapes Cluster (Hapan Rim Worlds)
Climate: Temperate
Gravity: Standard
Moons: None
Length of Day: 26 standard hours
Length of Year: 289 local days
Sapient Species: Human: Hapans (100%) (N)
Government: Hapan Ducha
Affiliations: Jedi Coalition/Galactic Alliance
Capital: Tu'ana
Major Exports: Animal pelts
Major Imports: Luxury goods, tourism

Knowledge (Galactic Lore)

DC	Result
10	Terephon is considered a backwater world by most people in the Consortium, but remains a popular hunting resort world.
15	All long-range holocomm transmissions are blocked by the Transitory Mists, thus secluding Terephon from the rest of the Hapes Cluster.
20	The planet offers little to the Hapes Consortium other than as a hunting retreat for Hapan nobles and as a training ground for the Hapan Royal Guard.

Terephon – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Wet
Gravity: Standard
Terrain: Moors, marshlands, mountains, mesas
Length of Day: 26 standard hours
Length of Year: 289 local days
Sapient Species: Human: Hapans (100%) (N)
Starport: 3 standard class, various limited services/landing fields
Population: 22 million
Planet Function: Resort world
Government: Hapan Ducha

Tech Level: Space

Major Exports: Animal pelts

Major Imports: Luxury goods, tourism

The Double Worlds: Talus and Tralus



Edge of Empire

Talus and Tralus together make up what might be a unique wonder in the galaxy: a double world system. Talus and Tralus are the Double Worlds located in the Corellian system that orbited Centerpoint Station. Talus is one of the five habitable planets in the system, and is a temperate world very similar to Corellia. It has a wide range of climates and terrain, including forests, grass plains and mud flats. Tralus is the other planet of the Double Worlds. Tralus, like Talus and Corellia, is quite hospitable to most sentient beings of the galaxy due to its many climates.

Region: Core

Sector: Corellian Sector

Climate: Temperate

Gravity: Standard

Moons: None (double planet)

Length of Day: 24 standard hours

Length of Year: 392 local days

Sapient Species: Human (Talus 72%, Tralus 60%), Drall (Talus 13%, Tralus 25%), Selonian (Talus 9%, Tralus 10%), other (Talus 6%, Tralus 5%)

Government: Federation of the Double Worlds

Affiliations: Confederation

Capital: Dearic

Major Exports: Foodstuffs, metals, minerals

Major Imports: High technology, medicinal goods

Ziost

Knowledge (Social Sciences)

DC Result

- 10 Citizens of Talus and Tralus refer to themselves as Double Worlders.
- 15 The Double Worlds are counted as two of the Five Brothers.

Talus and Tralus – D6 Stats

- Stats by dhawk

Planet Type: Double terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Forest, mountainous

Length of Day: 24 standard hours

Length of Year: 392 local days

Sapient Species: Human (Talus 72%, Tralus 60%), Drall (Talus 13%, Tralus 25%), Selonian (Talus 9%, Tralus 10%), other (Talus 6%, Tralus 5%)

Starport: 2 standard class on Talus, 1 standard class on Tralus

Population: 3.2 million on Talus, 2.4 million on Tralus

Planet Function: Tourism, agriculture, mining

Government: Prime Minister (Five Worlds Confederation/Confederation founder)

Tech Level: Space

Major Exports: Foodstuffs, metals, minerals

Major Imports: High tech, medicinal goods

System/Star: Corellia/Corell

Region: Core

Planets	Type	Moons
Corellia	Terrestrial	0
Drall	Terrestrial	0
Talus	Terrestrial	0
Tralus	Terrestrial	0
Centerpoint	Artificial	0
Selonia	Terrestrial	0
Crollia	Barren rock	0
Soronia	Frozen rock	0



Star Wars: The Old Republic Wikipedia

Ziost, sometimes referred to as the "Gateway to the Empire" in the days of the Old Sith Empire, was a world made up of ancient dark forests and barren tundra. However, the trees withered away and the planet became covered in ice. Not only was it a focal point of the dark side, but it was also the adopted homeworld and one-time capital of the Sith species, many of whom had left their original homeworld of Korriban as a graveyard world after the death of their leader Adas in 27,700 BBY.

In 40 ABY during the Second Galactic Civil War, Jacen Solo, after secretly allying with Dark Lady Lumiya, dispatched Ben Skywalker to Ziost, supposedly to recover a Sith amulet. In reality, Jacen was testing Ben to see if he was worthy of becoming a Sith apprentice. After having an epiphany of sorts, Ben accompanied the stranded child Kiara Olvidan across the surface of the planet, led by mysterious voices to an ancient temple. Throughout his journey, the young Jedi was attacked by neks and pirates orbiting the planet under the command of Byalfin Dyur. Ben escaped the planet eventually, finding an antiquated but still functional Sith meditation sphere in the ruined temple. The meditation sphere not only could function as a starship, but was also fully sentient. Ben boarded the meditation sphere, attacked the pirates with it, and fled the Ziost system.

Region: Outer Rim

Sector: Esstran Sector (Sith Worlds)

Climate: Subarctic (formerly temperate)

Gravity: 1.2 Standard

Moons: None

Length of Day: 32 standard hours

Length of Year: 480 local days

Sapient Species: Sith (N) (62%), Massassi (22%), near-Human (18%) (historic); none (present)

Government: None

Affiliations: Sith

Capital: None

Major Exports: High technology, luxury goods (historic); none (present)

Major Imports: Foodstuffs, luxury goods, slaves (historic); none (present)

Knowledge (Galactic Lore)

DC Result

- 10 When the Sith abandoned Korriban, Ziosst had already been part of the old Sith Empire for some time and was made the new capital.
- 15 Ziosst was forgotten after the Seventh Battle of Ruusan, due to Darth Bane's Rule of Two.
- 20 Sometime after the Sith's defeat in the Great Hyperspace War in 5,000 BBY, the Sith abandoned Ziosst and moved their capital yet again to the world of Dromund Kaas.

Ziosst – D6 Stats

- Stats by dhawk

Planet Type: Terrestrial

Temperature: Cool

Atmosphere: Type I (Breathable)

Hydrosphere: Subarctic (formerly temperate)

Gravity: Standard

Terrain: Mountains, tundra, icy plains

Length of Day: 32 standard hours

Length of Year: 480 local days

Sapient Species: Sith (N) (62%), Massassi (22%), near-Human (18%) (historic); none (present)

Starport: Stellar (historic); none (present)

Population: 4.2 billion (historic); none (present)

Planet Function: Homeworld (Sith species), Sith Empire capital (historic); abandoned homeworld (present)

Government: Magocratic dictatorship (historic); none (present)

Tech Level: Space (historic); none (present)

Major Exports: High technology, luxury goods (historic); none (present)

Major Imports: Foodstuffs, luxury goods, slaves (historic); none (present)

System/Star: Ziosst/Ziosst

Region: Outer Rim

CHAPTER 9: STARSHIPS

Starfighters

Aleph-class Starfighter

The *Aleph*-class starfighter resembled the head of a Twi'lek, with two long, tapered drives attached to a ball-shaped cockpit, similar to a TIE/In starfighter, only larger. In addition, the cockpit was flanked by quad laser turrets.

The pilot and gunner shared the cockpit and are seated side-by-side with two forward-facing circular viewports, with the pilot on the left, and the gunner on the right. An R-series astromech was set centrally in an internal astromech socket behind the pilot and gunner.

The *Aleph's* large hull housed an armored chassis, which contained the generators necessary to power its strong deflector shields. The main weapons of the *Aleph*-class were the two flanking quad lasers, a forward-firing proton torpedo launcher, and a forward-firing concussion missile launcher.

The fighter had an impressive top speed and was quick in atmosphere, but its one major deficiency was a lack of maneuverability. To help compensate for this, rows of thruster ports were placed along the top, bottom, and both sides of the hull, allowing the fighter to make lateral sidesteps or vertical jumps and drops in flight. Even so, while this did improve the *Aleph's* maneuverability, it was still not a match for more maneuverable interceptor and space superiority starfighters.

As the *Alephs* didn't have hyperdrives, they relied on capital ships to ferry them into battle.

Aleph-class Starfighter

CL 12

Gargantuan starfighter

Init +10; Senses Perception +6

Defenses Ref 18 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

hp 180; DR 10; SR 30; Threshold 48

Speed fly 16 squares (max. velocity 1,000 km/h), 4 squares (starship scale)

Ranged proton torpedo launcher +7 (see below), or
concussion missile launcher +7 (see below), or
2 quad laser cannons +7 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +2; **Grp** +35

Atk Options autofire (quad laser cannons)

Abilities Str 46, Dex 26, Con --, Int 18

Skills Initiative +6, Mechanics +6 (+13*), Perception +6, Pilot +6, Use Computer +6 (+13*)

Crew 2 (1 pilot, 1 gunner) plus astromech droid; **Passengers** none

Cargo 60kg; **Consumables** 3 days; **Carried Craft** none

Payload 6 torpedoes, 6 missiles

Hyperdrive none

Availability Military; **Cost** 275,000 credits

* If the ship has an astromech droid, use these skill modifiers instead

Quad laser cannons (pilot)

Atk +7 (+2 autofire); **Dmg** 6d10x2

Proton Torpedoes (pilot)

Atk +7; **Dmg** 9d10x2

Concussion missiles (pilot)

Atk +7; **Dmg** 7d10x2

Aleph-class Starfighter – D6 Stats

- Stats by dhawk

Craft: Sienar Fleet Systems *Aleph*-class Starfighter

Type: Assault Starfighter

Scale: Starfighter

Length: 9.5 meters

Skill: Starfighter piloting: *Aleph*-class

Crew: 2; 1 pilot, 1 gunner and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 5D+2, starship gunnery 5D+2, sensors 4D, starship shields 4D+1

Passengers: None

Cargo Capacity: 65 kilograms

Consumables: 2 days

Cost: 275,000 (new)

Maneuverability: 1D+1

Space: 12

Atmosphere: 450; 1,300 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 85/2D

Focus: 3/3D

Weapons:

2 Quad Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

1 Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 100/300/700 m

Payload: 6 torpedoes

Damage: 9D

1 Concussion Missile Launcher

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Payload: 6 missiles

Damage: 8D

Bes'uliik-class Starfighter



Drone

The *Bes'uliik*-class Starfighter is a state-of-the-art starfighter designed by MandalMotors. It is designed for a maximum crew of three, although the *Bes'uliik* can function with a crew of two and an increased weapons/fuel loadout. The earliest production prototypes

were flown by single pilots. The epitome of versatility, the *Bes'uliik* can perform a variety of missions – anything from bombing runs to long-range hunter-killer roles.

The *Bes'uliik* is fifteen meters long, eight meters wide, and has a squared off tail. It has a dark gray finish and its hull has been treated with a scanner absorbent coating designed to boost its stealth capabilities. Included with its standard payload of four blasters, there are two additional weapon mountings located on the underside of the fuselage alongside the blasters.

The cockpit hinged at the top for entry, as well as the bottom edges for ejection. The cockpit featured an advanced heads-up-display (HUD) with control systems that activated by wherever the pilot was looking. The starfighter is able to tilt vertically onto its tail section and has short-take-off-and-landing (STOL) capabilities to land vertically in a 32 square meter area.

The *Bes'uliik* was originally designed from the *Kyr'galaar* (*Mando'a* for “death-hawk”) prototype which was completed just before the Mandalore-Verpine treaty. The Mandalorians hoped that with access to Verpine technology, later models of the *Bes'uliik* could be improved with heavier loadouts and thicker *beskar* armor without sacrificing speed or maneuverability.

Bes'uliik-class Starfighter

CL 12

Gargantuan Space Superiority Starfighter (15m length)

Init +9; **Senses** Perception +7

Defense Ref 19 (flat-footed 13), Fort 27; +8 *Beskar* (Mandalorian) armor, Vehicular Combat

hp 140; **DR** 20; **Threshold** 47

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)

Ranged heavy blaster cannons +9 (see below), or
missile/torpedo configuration +9 (depending on missile
payload)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total (crew)

Base Atk +9 (pilot), +9 (gunner); **Grp** +41

Atk Options autofire

Abilities Str 44 (+17), Dex 23 (+6), Con —, Int 16 (+3)

Skills Initiative +9, Mechanics +7, Perception +7, Pilot +9, Use
Computer +7

Crew 2 (or 3); **Passengers** none

Cargo 50 kg; **Consumables** 2 days; **Carried Craft** none

Payload 6 proton torpedoes, or

6 medium concussion missiles, or

4 bunker-buster torpedoes

Hyperdrive x0.4, limited navicomputer (4-jump memory)

Availability Military; **Cost** 400,000 credits (new)

Heavy Blaster Cannons (pilot)

Atk +9 (+4 autofire); **Dmg** 6d10x2

Missile/Torpedo Configuration (gunner)

Proton Torpedoes

Atk +9; **Dmg** 10d10x2, 4-square splash

Medium Concussion Missiles

Atk +9; **Dmg** 10d10x2, 4-square splash

Bunker-buster Torpedoes

Atk +9; **Dmg** 11d10x2, 4-square splash

Stealth Package: Sensor enhancement package, advanced sensor mask: -5 penalty on Use Computer checks to detect with sensors.

Bes'uliik-class Starfighter – D6 Stats

Craft: MandalMotors *Bes'uliik*-class Starfighter

Type: Space Superiority Starfighter

Scale: Starfighter

Length: 15 meters

Skill: Starfighter piloting: *Bes'uliik*

Crew: 2 (or 3)

Crew Skill: Varies

Passengers: None

Cargo Capacity: 50 kg

Consumables: 2 days

Cost: 400,000 credits (new)

Hyperdrive Multiplier: x0.4

Nav Computer: Yes (limited to 4 jumps)

Maneuverability: 3D+1

Space: 8

Atmosphere: 365; 1,050 km/h

Hull: 5D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1

Weapons:

4 Heavy Blaster Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Missile/Torpedo Configuration [2 Hardpoints]:

4 Proton Torpedo Launchers, or

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Payload: 6 proton torpedoes

Damage: 8D

4 Medium Concussion Missile Launchers, or

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Payload: 6 medium concussion missiles

Damage: 9D

4 Bunker-buster Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/2/3

Atmosphere Range: 50-100/200/300

Payload: 4 bunker-buster torpedoes

Damage: 12D

Stealth Enhancement Package: The *Bes'uliik*'s hull has been treated with a scanner absorbent coating. This modification allows the *Bes'uliik* to run silent while moving at speed. Cruising movement adds +20 to the opposing sensor operator's difficulty to detect; High Speed adds +15 to the opposing sensor operator's difficulty to detect; All-Out adds +10 to the opposing sensor operator's difficulty to detect; use of any communications negates the advantages of the stealth enhancements.

Eta-5 Interceptor



Drone

The Eta-5 Interceptor was a starfighter designed to have the same role as the A-wing starfighter of the Galactic Civil War. A later generation of the old Eta-2 interceptor of the Clone Wars, the Eta-5 was powered by twin ion engines, providing for top-of-the-line speed and maneuverability, but had low armor and negligible shields.

The Eta-5 featured dual fire-linked concussion missile launchers, laser cannons, and advanced computer targeting systems, giving it extensive penetrating power whenever it was needed to engage small capital ships.

Wedge Antilles' daughter, Syal Antilles, was assigned an Eta-5 when she joined the Galactic Alliance Navy in VibroSword Squadron, under the pseudonym Lysa Dunter.

Eta-5 Interceptor Starfighter

CL 11

Huge starfighter

Init +15; **Senses** Perception +6

Defenses Ref 19 (flat-footed 11), Fort 23; +3 armor, Vehicular Combat

hp 90; **DR** 10; **SR** 15; **Threshold** 33

Speed fly 16 squares (max. velocity 1,500km/h), 6 squares (starship scale)

Ranged 2 concussion missiles +7 (see below) or
2 laser cannons +7 (see below)

Fighting Space 3x3 or 1 (starship scale); **Cover** total

Base Atk +2; **Grp** +25

Atk Options autofire (4 heavy laser cannons)

Abilities Str 36, Dex 26, Con --, Int 16

Skills Initiative +15, Mechanics +6, Perception +6, Pilot +15, Use Computer +6

Crew 1 (Pilot); **Passengers** none

Cargo 60kg; **Consumables** 3 days; **Carried Craft** none

Payload 8 concussion missiles

Hyperdrive x1, limited navicomputer (2-jump memory)

Availability Military; **Cost** 200,000 (new)

Laser cannons (pilot)

Atk +7 (+2 autofire); **Dmg** 5d10x2

Concussion missiles (pilot)

Atk +7; **Dmg** 7d10x2

Eta-5 Interceptor – D6 Stats

- Stats by dhawk

Craft: Sienar Fleet Systems *Eta-5* Interceptor Starfighter

Type: Interceptor and close-support starfighter

Scale: Starfighter

Length: 6.5 meters

Skill: Starfighter piloting: Eta-5

Crew: 1

Crew Skill: Starfighter piloting 5D+2, starship gunnery 5D, sensors 4D

Passengers: None

Cargo Capacity: 60 kilograms

Consumables: 2 days

Cost: 200,000 (new)

Hyperdrive Multiplier: x1

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 4D

Space: 13

Atmosphere: 465; 1,350 km/h

Hull: 2D

Shields: 1D

Sensors:

Passive: 35/0D

Scan: 60/1D+2

Search: 80/3D

Focus: 4/4D+1

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Payload: 8 missiles

Damage: 9D

E-Wing (Series IV) Starfighter



The New Essential Guide to Vehicles and Vessels

The latest version of the E-wing fighter, the Series IV (also known as the Type: D), was developed a little over a decade ago during the Yuuzhan Vong War. While earlier models of the E-wing exclusively used R7 astromechs, the Series IV is compatible with any starfighter-capable model of astromech. While the Series IV was a top-of-the-line starfighter in its day, it has since been supplanted by the latest XJ models of X-wing. Even so, the Series IV was still in service during the Second Galactic Civil War.

E-wing (Series IV) Starfighter

CL 11

Gargantuan starfighter

Init +9; **Senses** Perception +8

Defenses Ref 19 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

hp 170; **DR** 10; **SR** 35; **Threshold** 48

Speed fly 16 squares (max. velocity 1,300km/h), 6 squares (starship scale)

Ranged proton torpedoes +8 (see below), or
triple heavy laser cannons +8 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +5; **Grp** +38

Atk Options autofire (3 heavy laser cannons)

Abilities Str 46, Dex 23, Con --, Int 17

Skills Initiative +9, Mechanics +8 (+13*), Perception +8 (+3*), Pilot +9, Use Computer +8 (+13*)

Crew 1 plus astromech droid (Pilot); **Passengers** none

Cargo 110kg; **Consumables** 1 week; **Carried Craft** none

Payload 16 torpedoes

Hyperdrive x1, no. of jumps varies by astromech model

Availability Military; **Cost** 185,000 credits

* If the ship has an astromech droid, use these skill modifiers instead

Triple Heavy Laser Cannons (pilot)

Atk +10 (+5 autofire); **Dmg** 8d10x2

Proton Torpedoes (pilot)

Atk +10; **Dmg** 9d10x2

E-wing (Series IV) Starfighter – D6 Stats

Craft: FreiTek E-wing (Series IV) Starfighter

Type: Attack and close-support fighter

Scale: Starfighter

Length: 11.2 meters

Skill: Starfighter piloting: E-wing

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2

Cargo Capacity: 100 kg

Consumables: 1 week

Cost: 185,000 credits

Hyperdrive Multiplier: x1

Nav Computer: No, uses astromech droid (no. of hyperspace jumps varies with astromech droid model)

Maneuverability: 3D+1

Space: 11

Atmosphere: 435; 1,300 km/h

Hull: 6D

Shields: 2D+1

Sensors:

Passive: 30/0D

Scan: 55/1D

Search: 85/2D+1

Focus: 5/4D

Weapons:

Triple Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-3/5/8

Atmosphere Range: 100-300/500/800

Damage: 7D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Payload: 16 proton torpedoes

Damage: 9D

Owool-class Interceptor



Essential Guide to Warfare, Darren Tan

An innovative starfighter developed and produced by KashyCorp during the years following the Swarm War, many military observers likened the *Owools* to the Wookiees who produced them: tough, fast, and ferocious. The Wookiees of KashyCorp were to deliver a shipment of *Owool* Interceptors to the Galactic Alliance at the height of the Alliance's conflict with the Confederation, but the leaders of the Rock Council decided to withdraw their support for the Alliance after hearing that the Jedi Order had done the same. A squadron of *Owool* Interceptors was involved at the Battle of Uroto Station near the end of the Second Galactic Civil War.

Owool-class Interceptor

CL 12

Gargantuan starfighter

Init +8; Senses Perception +4

Defenses Ref 21 (flat-footed 18), Fort 28; +8 armor, Vehicular Combat

hp 180; DR 10; SR 30; Threshold 48

Speed fly 16 squares (max. velocity 1,300 km/h), 6 squares (starship scale)

Ranged 4 laser cannons +10 (see below), or
2 ion cannons +10 (see below), or
shadow bomb launcher +10 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +2; **Grp** +35

Atk Options autofire (laser cannons, ion cannons)

Abilities Str 46, Dex 26, Con --, Int 18

Skills Initiative +8, Mechanics +4, Perception +4, Pilot +8, Use Computer +4

Crew 1 (pilot); **Passengers** none

Cargo 30kg; **Consumables** 2 days; **Carried Craft** none

Payload 4 shadow bombs

Hyperdrive x1, limited navicomputer (2-jump memory)

Availability Military; **Cost** 300,000 credits

Laser Cannons (pilot)

Atk +10 (+5 autofire); **Dmg** 6d10x2

Ion Cannons (pilot)

Atk +10 (+3 autofire); **Dmg** 4d10x2 ion

Shadow Bomb Launcher (pilot)

Atk +10; **Dmg** 14d10x2

Owool-class Interceptor – D6 Stats

Craft: KashyCorp *Owool*-class Interceptor

Type: Escort starfighter

Scale: Starfighter

Length: 10.5 meters

Skill: Starfighter piloting: *Owool*

Crew: 1

Crew Skill: All appropriate skills at 5D

Passengers: None

Cargo Capacity: 30 kg

Consumables: 2 days

Cost: 300,000 credits

Hyperdrive Multiplier: x1

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 3D+1

Space: 12

Atmosphere: 450; 1,300 km/h

Hull: 6D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 130/3D

Focus: 3/4D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Shadow Bomb Launcher

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

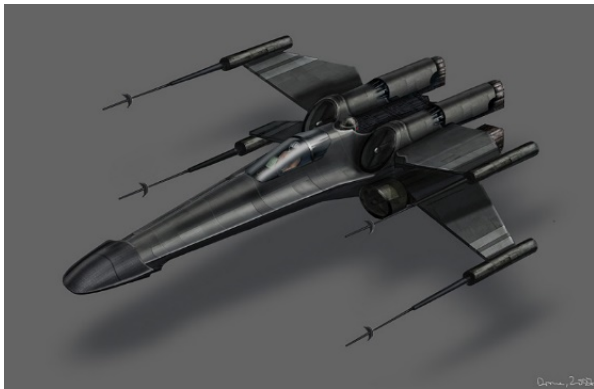
Space Range: 1/2/3

Atmosphere Range: 100/200/300 meters

Payload: 4 shadow bombs

Damage: 14D

StealthX Starfighter



Drone

The StealthX starfighter is a state-of-the-art starfighter employed exclusively by the Jedi Order. Being smaller than the typical XJ-series X-wing, it features equipment designed to hide the craft tactically and visually. The StealthX is so successful at concealment that the only way that the starfighter can be located is if it fires its complement of proton torpedoes or broadcasts on the comlink.

The StealthX has a star-flecked fuselage of irregular, matte-black fiberplast that makes this starfighter almost invisible against a background of stars. During its development, the third torpedo

launcher was removed in favor of a gravitic modulator that is designed to defeat mass-detectors, and its shields were downgraded in favor of a suite of sensor negators. In addition, the StealthX's engines burn a special tibanna isotope, known as TibannaX, that turns dark immediately after fusion. The canopy also features blast-tinting technology.

Because Jedi shadow bombs were so effective during the Yuuzhan Vong War, these powerful ordnances would, if available, replace the standard complement of proton torpedoes. In addition, the StealthX could also carry glop bombs and bunker-buster bombs as well.

The advanced R9-series astromech droids were primarily designed for the StealthX, although other R-series droids that could function as starfighter astromechs were also compatible with the StealthX.

StealthX Starfighter

CL 11

Gargantuan starfighter

Init +12; **Senses Perception** +6

Defenses Ref 21 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

hp 150; **DR** 10; **SR** 20; **Threshold** 48

Speed fly 16 squares (max. velocity 1,125 km/h), 4 squares (starship scale)

Ranged 4 heavy laser cannons +8 (see below), or
2 proton torpedo launchers +8 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +2; **Grp** +35

Atk Options autofire (4 heavy laser cannons)

Abilities Str 46, Dex 26, Con --, Int 18

Skills Initiative +12, Mechanics +6 (+13*), Perception +6 (+3*) (+8**) (+11***), Pilot +12, Use Computer +6 (+11*) (+13**) (+18***)

Crew 1 plus astromech droid (Pilot); **Passengers** none

Cargo 35kg; **Consumables** 1 week; **Carried Craft** none

Payload 8 torpedoes, or 8 shadow bombs, or 10 glop bombs, or 10 bunker-buster torpedoes

Hyperdrive x1, no. of jumps varies by astromech model

Availability Military; **Cost** Not available for sale

* If the ship has an astromech droid, use these skill modifiers instead

** If the ship does not have an astromech droid and is using the sensors, use these skill modifiers instead

*** If the ship has an astromech droid and is using the sensors, use these skill modifiers instead

Heavy Laser Cannons (pilot)
Atk +8 (+3 autofire); **Dmg** 7d10x2

Proton Torpedo Launchers (pilot)
Heavy Proton Torpedoes
Atk +8; **Dmg** 10d10x2, 4-square splash

Shadow Bombs
Atk +8; **Dmg** 14d10x2, 4-square splash

Bunker-buster Bombs
Atk +8; **Dmg** 12d10x2, 4-square splash

Glop Bombs
Atk +8; **Dmg** *Special, 9-square splash

***Glop Bomb:** Releases quick-hardening foam upon detonation; encases the target within 9-square radius, Strength check (DC 27) for target to break free

Stealth Package: Sensor enhancement package, advanced sensor mask: -5 penalty on Use Computer checks to detect with sensors

StealthX Starfighter – D6 Stats

- Developed by dhawk

Craft: Incom T-65XJ4 StealthX Starfighter

Type: Reconnaissance and escort starfighter

Scale: Starfighter

Length: 12 meters

Skill: Starfighter piloting: X-Wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: All appropriate skills at 6D

Passengers: None

Cargo Capacity: 35 kilograms

Consumables: 3 days

Cost: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: No, uses astromech droid (no. of hyperspace jumps varies by astromech droid model)

Maneuverability: 4D

Space: 10

Atmosphere: 415; 1,200 km/h

Hull: 4D+2

Shields: 1D (back-up generators replaced with Sensor Negators)

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 90/2D

Focus: 4/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

2 Proton Torpedo Launchers (4 heavy torpedoes each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1/3/7 for heavy proton torpedoes, 1/2/3 for glop bombs, 1/2/3 for bunker-buster bombs

Atmosphere Range: 100/300/700 for heavy proton torpedoes, 50-100 for glop bombs, 50-100/200/300 for bunker-buster bombs

Payload: 8 heavy torpedoes, 8 shadow bombs, 10 glop bombs, 10 bunker-buster bombs

Damage: 10D for heavy proton torpedoes (14D if loaded with "shadow bombs"), *Special for glop bombs, 12D for bunker-buster bombs

**Special:* Glop Bomb damage: releases quick-hardening foam upon detonation; encases the target within 50-100 meters radius, *Strength* 10D to resist, starfighter scale.

Other Equipment:

Sensor Negators: In place of the shield generators of the XJ3, the StealthX fills this space with sensor negators for increased stealth capabilities. When activated, the sensor negators add +2D to an enemy sensor operator's difficulty to detect and identify the StealthX. It should be noted that this component is built into the craft, and cannot be equipped on other starfighters.

Gravitic Modulator: This piece of equipment (which replaces one of the original XJ3's proton torpedo launchers) is designed as a countermeasure to mass sensors, such as crystal field grav-traps, by sending a reduced (or inflated) mass signature of the StealthX in space. This requires the pilot to make a successful *sensors* roll vs. the opponent's *sensors* roll + the difficulty modifier based on starship scaling.

Mass Signature Alteration Difficulty Starship Scale:

Very Easy: Starfighter to Walker

Easy: Starfighter to Space Transports (<30 m long)

Moderate: Starfighter to Space Transports (>30 m long)

Difficult: Starfighter to Capital (<300 m long)

Very Difficult: Starfighter to Capital (>300 m long)

Heroic: Starfighter to Capital (>600 m long)

Success means that the enemy pilot or sensor operator is reading the StealthX at that starship scale, beginning at maximum sensor range. Should the StealthX move closer to the enemy's sensors by one range category (ex. Maximum to long-range, or long-range to medium-range), the pilot of the StealthX must re-roll at one increased difficulty level. The Gravitic Modulator has no effect on sensors in Focus mode, and the StealthX's size will be readily apparent should an enemy be in range and attempt to use sensors in Focus mode to detect it.

Fusial Engine Modification: The StealthX's Incom 4J4 fusial thrust engines have been retooled to burn a special isotope of tibanna gas, designated TibannaX. The added benefit of this type of fuel is that upon a millisecond after fusion, the efflux turns dark, further reducing the already diminished sensor signature of the fighter. This benefit adds a -2D penalty to an enemy's *sensors* roll to detect the StealthX. This benefit is immediately revoked should the StealthX cease using TibannaX. Additionally, due to its rarity and expense to produce, only the Galactic Alliance (and the Jedi Order subsequently) have authorization and access to TibannaX.

Reduced Visual Signature: The StealthX's frame is composed of a matte-black fiberplast material with a star-flecked design imbedded in it. The additional use of photon absorbers and thermal dissipation renders the StealthX nearly invisible to the naked eye when viewed against a starfield. This effect incurs a -2D penalty to an enemy's *starship gunnery* roll when attempting to target a StealthX. The effect is negated should the fighter suffer moderate or heavy damage to its hull.

Notes: According to Wookieepedia, the StealthX is a later variant of the XJ3. Stats altered from the T-65XJ X-Wing, *Power of the Jedi Sourcebook*, page 59 (converted using Saga to D6 conversion rules). D20 rules are copyrighted by Wizards of the Coast Inc. Star Wars is copyrighted by Lucasfilm Ltd. Stats by dhawk at The Rancor Pit. See <http://www.rancorpit.com/forums/viewtopic.php?t=2670&highlight>

XJ5 X-wing Starfighter



Star Wars: Essential Guide to Warfare, Darren Tan

The XJ5 X-wing is an upgraded evolution of the XJ3 X-wings used so effectively during the Yuuzhan Vong War. Also known as the ChaseX, the XJ5 has weapons and shielding that have been upgraded from the XJ3.

During the Swarm War, the XJ5 X-wing starfighter was the Galactic Alliance Navy's primary fleet starfighter, but was being phased out by the more advanced XJ6 X-wing starfighter. The XJ5 was also used by the Galactic Alliance Guard and was stationed onboard the *Anakin Solo*.

XJ5 X-Wing Starfighter

CL 11

Gargantuan starfighter

Init +12; Senses Perception +6

Defenses Ref 21 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

hp 150; DR 10; SR 35; Threshold 48

Speed fly 16 squares (max. velocity 1,100 km/h), 4 squares (starship scale)

Ranged 3 proton torpedoes +8 (see below), or
4 heavy laser cannons +8 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +2; Grp +35

Atk Options autofire (4 heavy laser cannons)

Abilities Str 46, Dex 26, Con --, Int 18

Skills Initiative +12, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +12, Use Computer +6 (+13*)

Crew 1 plus astromech droid (Pilot); **Passengers** none

Cargo 35kg; **Consumables** 3 days; **Carried Craft** none

Payload 9 proton torpedoes

Hyperdrive x1, no. of jumps varies by astromech model

Availability Military; **Cost** Not available for sale

* If the ship has an astromech droid, use these skill modifiers instead

Heavy Laser Cannons (pilot)

Atk +8 (+3 autofire); **Dmg** 8d10x2

Proton Torpedoes (pilot)

Atk +8; **Dmg** 10d10x2

XJ5 X-Wing Starfighter – D6 Stats

Craft: Incom T-65XJ5 X-Wing Starfighter

Type: Space superiority fighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter piloting: X-wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D
Cargo Capacity: 35 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: No, uses astromech droid (no. of hyperspace jumps varies with astromech droid model)
Maneuverability: 4D
Space: 8
Atmosphere: 365; 1,050 km/h
Hull: 5D
Shields: 2D+1

Sensors:

Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D

3 Proton Torpedo Launchers

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Payload: 9 torpedoes
Damage: 9D

An evolutionary advancement of the XJ5, the XJ6 X-wing is a mainstay starfighter of the Galactic Alliance's starfighter fleet. It has upgraded weapons and shields more powerful than its predecessor.

XJ6 X-Wing Starfighter

CL 11

Gargantuan starfighter

Init +12; **Senses** Perception +6

Defenses Ref 21 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

hp 160; **DR** 10; **SR** 35; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), 4 squares (starship scale)

Ranged 3 proton torpedoes +8 (see below), or
 4 heavy laser cannons +8 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +2; **Grp** +35

Atk Options autofire (4 Heavy laser cannons)

Abilities Str 46, Dex 26, Con --, Int 18

Skills Initiative +12, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +12, Use Computer +6 (+13*)

Crew 1 plus astromech droid (Pilot); **Passengers** none

Cargo 35kg; **Consumables** 3 days; **Carried Craft** none

Payload 12 torpedoes

Hyperdrive x1, no. of jumps varies by astromech model

Availability Military; **Cost** Not available for sale

* If the ship has an astromech droid, use these skill modifiers instead

Heavy Laser Cannons (pilot)

Atk +8 (+3 autofire); **Dmg** 8d10x2

Proton Torpedoes (pilot)

Atk +8; **Dmg** 10d10x2

XJ6 X-Wing Starfighter – D6 Stats

Craft: Incom T-65XJ6 X-wing

Type: Space superiority fighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter piloting: X-wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D

XJ6 X-Wing Starfighter



Star Wars: Essential Guide to Warfare, Darren Tan

Cargo Capacity: 35 kilograms

Consumables: 1 week

Cost: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: No, uses astromech droid (no. of hyperspace jumps varies with astromech droid model)

Maneuverability: 4D

Space: 8

Atmosphere: 365; 1,050 km/h

Hull: 5D

Shields: 2D+2

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 3/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D+1

3 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Payload: 9 torpedoes

Damage: 9D

The XJ7 is the most recent addition to the X-wing fleet. As it is the latest culmination of the X-wing design, only elite starfighter squadrons, such as Rogue Squadron, are issued these starfighters.

XJ7 X-Wing Starfighter

CL 11

Gargantuan starfighter

Init +12; Senses Perception +6

Defenses Ref 21 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

hp 170; DR 10; SR 35; Threshold 48

Speed fly 16 squares (max. velocity 1100km/h), 4 squares (starship scale)

Ranged 3 proton torpedoes +8 (see below), or
4 heavy laser cannons +8 (see below)

Fighting Space 4x4 or 1 (starship scale); **Cover** total

Base Atk +2; Grp +35

Atk Options autofire (4 Heavy laser cannons)

Abilities Str 46, Dex 26, Con --, Int 18

Skills Initiative +12, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +12, Use Computer +6 (+13*)

Crew 1 plus astromech droid (Pilot); **Passengers** none

Cargo 35kg; **Consumables** 3 days; **Carried Craft** none

Payload 12 torpedoes

Hyperdrive x1, no. of jumps varies by astromech model

Availability Military; **Cost** Not available for sale

* If the ship has an astromech droid, use these skill modifiers instead

Heavy Laser Cannons (pilot)

Atk +8 (+3 autofire); Dmg 8d10x2

Proton Torpedoes (pilot)

Atk +8; Dmg 10d10x2

XJ7 X-Wing Starfighter – D6 Stats

Craft: Incom T-65XJ7 X-wing Starfighter

Type: Space superiority fighter

Scale: Starfighter

Length: 12.5 meters

Skill: Starfighter piloting: X-wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D

XJ7 X-Wing Starfighter



From *Sacrifice* Cover, Jason Felix

Cargo Capacity: 35 kilograms

Consumables: 1 week

Cost: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: No, uses astromech droid (no. of hyperspace jumps varies with astromech droid model)

Maneuverability: 4D

Space: 8

Atmosphere: 365; 1,050 km/h

Hull: 5D

Shields: 3D

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 3/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D+2

3 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Payload: 12 torpedoes

Damage: 9D

organized into Panther Flight for the Battle of Tralus, two of which were piloted by Han Solo and Wedge Antilles.

Corellian YT-5100 *Shriek*-class Bomber

CL 10

Colossal space transport

Init -2; **Senses** Perception +5

Defense Ref 18 (flat-footed 15), Fort 27; +15 armor, Vehicular Combat

hp 180; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged quad laser cannons +2 (see below), or

2 proton torpedoes +2 (see below), or

2 medium concussion missiles +2 (see below), or

bottom-mounted drop pod +2 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +37

Atk Options autofire (quad laser cannons)

Abilities Str 44, Dex 16, Con —, Int 14

Skills Initiative -2, Mechanics +5, Perception +5(+9**), Pilot -2, Use Computer +5

Crew 1 (normal); **Passengers** none

Cargo 115 tons; **Consumables** 2 months; **Carried Craft** none

Payload 12 torpedoes, 12 concussion missiles, and

Bottom-mounted Drop Pod: 6 mines, or

4 shieldbuster torpedoes, or

24 spotter droids

Hyperdrive x2 (backup x15), navicomputer

Availability Military; **Cost** Not available for sale

Quad Laser Cannons (pilot)

Atk +2 (-3 autofire), **Dmg** 6d10x2

Proton Torpedo Launcher (pilot)

Atk +2; **Dmg** 10d10x2

Concussion Missile Launcher (pilot)

Atk +2; **Dmg** 7d10x2

Bottom Mounted Drop Pod* (pilot)

Atk +2; **Dmg** *Special

Military Transports

Shriek-class Bomber

The *Shriek*-class bomber was shaped like a smaller version of the YT-1300 light freighter. Its armaments included frontal torpedo tubes, concussion missiles, a top-mounted quad laser cannon, and a bottom-mounted drop pod designed to carry bombs or spotter droids. The *Shriek* had three engines and was usually painted black.

As of 40 ABY, only ten late-model prototypes and several early-model prototypes of the *Shriek* existed. The Galactic Alliance lacked intelligence on these bombers because they were so new and the Corellians used that to their advantage. Several of them were

*The weapon loadout for the bottom-mounted drop pod may vary from: mines (up to six), shieldbuster torpedoes (up to 4), or spotter droids (up to 24).

Shieldbuster Torpedoes (pilot)

Atk +2; Dmg: 10d10x2, 4 square splash

Mines (pilot)

Atk +0; Dmg: 10d10x2, 4 square splash

**If using spotter droids to make a ground attack with missiles (whether proton or concussion), use this bonus

Additional equipment: Combat Thrusters, +2 maneuvering jets

YT-5100 *Shriek*-class Bomber – D6 Stats

- Stats by hawk

Craft: Corellian Engineering Corporation YT-5100 *Shriek*-class bomber

Type: Assault bomber

Scale: Starfighter

Length: 18.4 meters

Skill: Space transports: YT-5100

Crew: 1

Crew Skill: All applicable skills at 5D

Passengers: None

Cargo Capacity: 500 kilograms

Consumables: 4 days

Cost: 300,000 (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D

Space: 9

Atmosphere: 400; 1,150 km/h

Hull: 3D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D+1

Search: 90/2D+2

Focus: 5/4D+1

Weapons:

1 Quad Laser Cannon

Fire Arc: Turret (Dorsal)

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/4/8

Atmosphere Range: 30-100/400/800 m

Payload: 12 torpedoes

Damage: 9D

2 Concussion Missile Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/14/27

Atmosphere Range: 100-500/1.4/2.7 km

Payload: 12 missiles

Damage: 8D

Bottom-Mounted Drop Pod

Fire Arc: Pod (Ventral)

Skill: Starship gunnery

Fire Control: 0D

Space Range: varies with payload

Atmosphere Range: varies with payload

Payload: 6 mines, or 4 shieldbuster torpedoes, or 24 spotter droids

Damage: varies with payload (typically 10D capital scale for mines)

StarSaber-class Transport

The *StarSaber*, as it was known in Basic, or the *Tra'kad* as it was known in *Mando'a*, was a Mandalorian Protector troop transport introduced in 40 ABY to complement the *Bes'uliik* starfighter. It was a slow, heavily-armored ship described as a "flying tank", designed for assault, troop insertion and extraction, and fire support missions.

Armed with six cannon turrets mounted on the top hull, lower hull, and each corner, as well as a rotating modular weapons platform also mounted on the top hull, the vessel had no blind spots since the weapons' arcs of fire overlapped each other. The weapons could be operated manually with gearwheels, just as with the rest of the ship.

The *Tra'kad*-class was not very technologically advanced. This feature held to Mandalorian sensibilities because it could function temporarily without power. It was also especially useful during the Second Battle of Fondor, as this enabled a group of *Tra'kad* transports to remain undetected among debris and other destroyed spacecraft.

StarSaber-class Transport

CL 12

Colossal Assault Transport

Init +1; Senses Perception +1

Defenses Ref 14 (flat-footed 4), Fort 31; +2 armor, Vehicular Combat

hp 180; DR 15; SR 45; Threshold 81

Speed fly 12 squares (max. velocity 740 km/h), fly 3 squares (starship scale)

Ranged 6 heavy laser cannons +3 (see below), or
2 modular weapons platform +3 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +43

Abilities Str 52, Dex 14, Con --, Int 12

Skills Initiative +2, Mechanics +1, Perception +1, Pilot +2, Use Computer +1

Crew 6 (1 pilot, 5 gunners); **Passengers** 15 (troops)

Cargo 1,000 kg; **Consumables** 5 days; **Carried Craft** none

Payload 32 missiles (various types)

Hyperdrive x2 (backup x15), navicomputer

Availability Military; **Cost** 375,000 credits (new)

Heavy Laser Cannon Turrets (5 gunners)

Atk +3; **Dmg** 7d10x2

Modular Weapon Platform (pilot)

Atk +3; **Dmg** varies with missile type (use damage code for proton torpedoes or concussion missiles: 9d10x2, 4 square splash)

Nav Computer: Yes

Maneuverability: 3D

Space: 6

Atmosphere: 460; 740 km/h

Hull: 6D

Shields: 3D

Sensors:

Passive: 30/0D

Scan: 50/1D+1

Search: 90/2D+2

Focus: 5/4D+1

Weapons:

6 Heavy Laser Cannon Turrets (fire-linked)

Fire Arc: Turret (2 Front, 2 Rear, 1 Top, 1 Bottom)

Crew: 1 per turret

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

Modular Weapons Platform (fire-linked)

Fire Arc: Turret (Dorsal)

Crew: 1

Skill: Starship gunnery

Fire Control: 4D

Space Range: Varies by missile type

Atmosphere Range: Varies by missile type

Payload: 32 proton torpedoes, or 32 concussion missiles

Damage: 9D

StarSaber-class Transport – D6 Stats

Craft: MandalMotors *Tra'kad*-class Transport

Type: Assault transport

Scale: Starfighter

Length: 20 meters

Skill: Space transports: *Tra'kad*

Crew: 6; 1 pilot and 5 gunners

Crew Skill: Space transports 5D, starship gunnery 4D+2, starship shields 4D+2

Passengers: 15 (troops)

Cargo Capacity: 1,000 kg

Consumables: 5 days

Cost: 375,000 credits (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Capital Ships

Admiral Ackbar



Star Wars: Rebellion

One of the newly modified *Victory-I* Star Destroyers commissioned by the Galactic Alliance, the *Admiral Ackbar* was the flagship of the Fifth Fleet. Named after the great Mon Calamari war hero himself, the *Admiral Ackbar* was under the command of Admiral Nek Bwua'tu, a Bothan known as a tactical genius due to his consistently beating the Thrawn Simulator. The Fifth Fleet's first mission was to patrol the Hydian Way and protect it from pirates. In 36 ABY, the *Admiral Ackbar* and the rest of the Fifth Fleet were sent to the Utegetu Nebula to stop the Killiks from going to war with the Chiss. Nek Bwua'tu failed this mission, and the *Admiral Ackbar* fell into Killik mandibles. While Nek Bwua'tu and some of his crew managed to escape, he was demoted from his Fleet Admiral rank for this defeat. Luke Skywalker led a daring assault on the *Admiral Ackbar* to defeat Raynar Thul and retake the ship. This action helped end the Swarm War.

During the Second Galactic Civil War, Admiral Bwua'tu and the *Admiral Ackbar* participated in the blockade of Corellia and launched several StealthX fighters to spy on the secret Confederation fleet being constructed in the far reaches of the system. When word came of a possible attack against the Queen Mother Tenel Ka of Hapes, the *Admiral Ackbar* led the charge alongside the *Anakin Solo* to protect her.

The *Admiral Ackbar* carried an asteroid-tug tractor beam designed to capture larger capital ships than a standard capital ship tractor beam. Her sister ships that have already been commissioned include the *Crynnd II*, the *Pincer*, and the *Justice*. The *Sien Sovv* is under construction and is planned to be deployed in a few months' time.

Modified Victory I-class Star Destroyer

CL 18

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 51; +12 armor, Vehicular Combat

hp 1,380; **DR** 20; **SR** 150; **Threshold** 251

Speed fly 2 squares (starship scale)

Ranged 2 turbolaser batteries +14* (see below), and

3 heavy double turbolaser batteries +14* (see below), and

2 ion cannon batteries +14* (see below), and

1 asteroid-tug tractor beam +14* (see below), and

2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +68

Abilities Str 92, Dex 14, Con —, Int 18

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 5,200 (skilled); **Passengers** 2,040 (troops)

Cargo 5,000 tons; **Consumables** 4 years; **Carried Craft** 24 A-wing, X-wing or B-wings, various support vehicles

Hyperdrive x1 (backup x15), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal),

Dmg 7d10x5

Double Turbolaser Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal),

Dmg 4d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal),

Dmg 4d10x5 ion

Asteroid-tug Tractor Beam (5 gunners)

Atk +14 (-5 against targets smaller than Colossal (frigate), or +5 against targets larger than Colossal (cruiser)), **Dmg** - (grapple +68)

Tractor Beam Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal),

Dmg - (grapple +68)

Admiral Ackbar – D6 Stats

Craft: Kuat Drive Yards *Victory I-class* Star Destroyer

Type: Modified *Victory I-class* Star Destroyer

Scale: Capital

Length: 900 meters

Skill: Capital ship piloting: Victory Star Destroyer

Crew: 4,798, gunners: 402, skeleton: 1,785/+15

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2

Passengers: 2,040 (troops)

Cargo Capacity: 8,100 metric tons

Consumables: 4 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 km/h

Hull: 4D

Shields: 3D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 150/3D

Focus: 4/3D+2

Weapons:

40 Turbolaser Batteries

Fire Arc: 10 front, 15 left, 15 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

40 Heavy Double Turbolaser Batteries

Fire Arc: 10 front, 15 left, 15 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 8D

20 Heavy Ion Cannon Batteries

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2 (2), 3 (2), 4 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 5D

1 Asteroid-tug Tractor Beam Projector

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 2 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter/Support Ship Complement: 2 squadrons (24 starfighters), various support craft

Anakin Solo



The Essential Guide to Warfare, Darren Tan

The *Anakin Solo* was a modified *Imperial II*-class Star Destroyer commissioned just before the Battle of Hapes. Created for the exclusive use by the Galactic Alliance Guard, the ship had the look shared by all GAG units with its black color scheme. Numerous GAG soldiers and personnel served on the ship, as well as regular fleet officers.

Compared to other *Imperial II-class* Star Destroyers, the *Anakin Solo* was considered the pinnacle of Star Destroyer design and technology. Long-range turbolasers, gravity well generators, baradium missiles and an extensive shield generator system made this ship exceptionally dangerous for its size. Soon after its shakedown cruise, the ship was modified further with the addition of a detention center and an interrogation chamber, along with secret passageways designed by Colonel Jacen Solo (now secretly known as Darth Caedus). Only Caedus and the ship's commander knew about these modifications.

The *Anakin Solo* participated in the Battle of Hapes soon after its commissioning. Since then, the *Anakin Solo* was heavily involved in every major conflict or event of the Second Galactic Civil War. After the Battle of Hapes, the *Anakin Solo* participated in an anti-smuggling operation near Bespin in which Caedus captured the *Breathe My Jets*, a modified Action IV bulk freighter captained by the smuggler Uran Lavint. The *Anakin Solo* also participated in the Blockade of Corellia and the Battle of Gilatter VIII.

During the Battle of Kuat, the *Anakin Solo* pursued the Jedi Order to Kashyyyk after the Jedi refused to aid the Galactic Alliance at Kuat. To punish the Wookiees for sheltering the Jedi, Caedus ordered the *Anakin Solo* to bombard the planet. This ignited many of the wroshyr trees and began a forest fire that spread across much of the planet. In retaliation, the Wookiees launched a squadron of Owol Interceptors and attacked the *Anakin Solo*, killing its entire command crew save for Caedus.

At the same time, Luke Skywalker managed to sneak aboard and sabotaged the *Anakin Solo's* long-range turbolasers before rescuing his son Ben from Caedus' clutches. Caedus was injured in the ensuing duel with Luke and fled. The exploding turbolasers killed many of the *Anakin Solo's* crew and allowed Luke and Ben to escape in the confusion.

Queen Mother Tenel Ka then arrived with the Hapan Home Fleet and, after unsuccessfully pleading with Caedus to stand down, ordered the Hapan ships to open fire on the *Anakin Solo*. While the *Anakin Solo* was heavily damaged, it managed to flee to hyperspace.

The *Anakin Solo* saw action again at the Battle of Centerpoint Station. The Confederation managed to lure the Galactic Alliance Second Fleet, including the *Anakin Solo*, into a trap in which the GA forces would be destroyed by Centerpoint Station's newly operational gravitic weapon. When Caedus left the *Anakin Solo* in a Blur starfighter, he ordered it to provide cover for him. As a result, both Caedus and the *Anakin Solo* were not in range when Centerpoint Station fired its gravitic weapon. Unbeknownst to the Confederation, the Jedi had already sabotaged the gravitic weapon so that it would only target Centerpoint Station itself. Much of the Second Fleet, as

well as Centerpoint Station itself, was destroyed in the blast, but the *Anakin Solo* was far enough away to survive intact.

Near the end of the war, the *Anakin Solo* fought in the Battle of Uroo Station, near Shedu Maad in the Hapes Cluster. It was there that Jaina Solo managed to board the *Anakin Solo* and engage in one last duel with her twin brother. After Jaina killed Caedus, the Second Galactic Civil War finally came to an end.

Modified *Imperial II-class* Star Destroyer

CL 30

Colossal (cruiser) capital ship

Init -2; Senses Perception +6

Defense Ref 18 (flat-footed 13), Fort 56; +16 armor, Vehicular Combat

hp 2,100; DR 20; SR 250; Threshold 256

Speed fly 3 squares (starship scale)

Ranged 4 long-range turbolaser cannons +20** (see below), and
5 heavy turbolaser batteries +15* (see below), and
5 turbolaser batteries +15* (see below), and
4 heavy ion cannon batteries +15* (see below), and
2 hvy proton torpedo launchers +15 (see below), and
2 hvy concussion missile launchers +15 (see below), and
8 point-defense laser cannons +15* (see below), and
2 tractor beam batteries +15* (see below), and
4 gravity well projectors +15 (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +68

Abilities Str 103, Dex 14, Con —, Int 20

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 37,015 (normal); **Passengers** 9,700 (troops)

Cargo 36,000 tons; **Consumables** 6 years; **Carried Craft** 72 X-wings, B-wings and A-wings, 8 shuttles, various support vehicles

Payload 120 torpedoes, 120 missiles

Hyperdrive x1 (backup x12), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal (frigate) size.

**Apply a -30 penalty on attacks against targets smaller than Colossal size, or a +10 bonus on attacks against planetary targets and Colossal (cruiser).

Long-range Turbolaser Cannons (5 gunners)

Atk +20 (-10 against targets smaller than Colossal (cruiser)); **Dmg** 12d10x5

Heavy Turbolaser Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 11d10x5

Turbolaser Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 8d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 3d10x5
ion

Heavy Proton Torpedo Launchers (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 10d10x5

Heavy Concussion Missile Launchers (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 10d10x5

Point-Defense Laser Cannons (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 5d10x5

Tractor Beam Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** – (grapple
+68)

Gravity Well Projector (gunner)

Atk +15 (4x4 square starship-scale area attack); **Dmg** special

Anakin Solo – D6 Stats

- Stats by dhawk

Craft: Kuat Drive Yards *Imperial II*-class Star Destroyer

Type: Modified Star Destroyer

Scale: Capital

Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 36,755, gunners: 260, skeleton 5,000 /+10

Crew Skill: Astrogation 4D, capital ship gunnery 5D+2,
capital ship piloting 6D, capital ship shields 4D+1,
sensors 5D+1

Passengers: 9,700 (troops)

Cargo Capacity: 30,000 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 7D+1

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+1

Weapons:

4 Long-Range Turbolaser Cannons*

Fire Arc: 4 Front

Crew: 1 (4)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 6-30/70/150

Atmosphere Range: 12-60/140/300 km

Damage: 8D

30 Heavy Turbolaser Batteries

Fire Arc: 10 Front, 10 Left, 10 Right

Crew: 1 (30)

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D

20 Heavy Turbolaser Cannons

Fire Arc: 5 Left, 5 Right, 10 Rear

Crew: 3 (20)

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

20 Heavy Ion Cannon Batteries

Fire Arc: 10 Front, 5 Left, 5 Right

Crew: 1 (10), 2 (10)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

10 Heavy Proton Torpedo Launchers

Fire Arc: Front

Crew: 2 (10)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Payload: 120 proton torpedoes

Damage: 10D

10 Heavy Concussion Missile Launchers

Fire Arc: Front

Crew: 2 (10)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Payload: 120 concussion missiles

Damage: 10D

40 Point-Defense Laser Cannons

Fire Arc: 10 Front, 10 Left, 10 Right, 10 Rear

Crew: 2 (40)

Scale: Starfighter

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/10/20

Atmosphere Range: 400-1/5/10 km

Damage: 5D

10 Tractor Beam Projectors

Fire Arc: 6 Front, 2 Left, 2 Right

Crew: 1 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Gravity Well Projector

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

* These advanced turbolasers draw a heavy amount of energy from the *Anakin Solo's* reactor, requiring the shut-down of the ship's non-essential systems. Particle and ray shields lose strength while these turbolasers are in operation (-1D to shields and -1D to the ship's hull code). GM's discretion as to what non-essential systems require shut-down.

Starfighter/Support Ship Complement: 72 X-wings, B-wings and A-wings, 8 shuttles, various support vehicles

Ground/Air Complement: 20 AT-ATs, 30 AT-STs

Note: The *Anakin Solo* is equipped with a stygium crystal cloaking device. This device bestows a 3D+2 penalty to any starship *sensors* rolls made to

detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D.

Blue Diver



Drone

Prior to 40 ABY, the Mon Calamari felt the need to design a command ship that would specialize in ferrying larger numbers of starfighters into battle than in previous models of Mon Cal star cruisers. The Mon Calamari Heavy Carrier was the result.

Blue Diver, one of the earlier commissioned Mon Cal Heavy Carriers, was on assignment in the Tingel Arm to search for remaining pockets of Yuuzhan Vong resistance when it was suddenly recalled for reassignment in 40 ABY. *Blue Diver* was reassigned to the Second Fleet and participated in the Blockade of Corellia. When the Confederation was able to break the blockade, *Blue Diver* was forced to retreat to Coruscant. After the *Galactic*-class battle carrier *Dodonna* had suffered heavy damage, *Blue Diver* then became the flagship of the Second Fleet.

Blue Diver was ambushed when the Corellians managed to reactivate Centerpoint Station and fire its gravitic weapon at the Second Fleet while it was engaged with Confederation forces. *Blue Diver* was lost with all hands except for the *Aleph*-class fighter flown by Syal Antilles and her co-pilot Zueb Zan.

Mon Calamari Heavy Carrier

CL 22

Colossal (cruiser) capital ship

Init -1; Senses Perception +6

Defense Ref 16 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat

hp 2,400; DR 20; SR 200; Threshold 254

Speed fly 3 squares (starship scale)

Ranged 5 turbolaser batteries +15* (see below), and

4 heavy ion cannon batteries +11* (see below), and

2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +66

Abilities Str 98, Dex 16, Con —, Int 16

Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 12,483 (normal); **Passengers** 3,000 (troops)

Cargo 25,000 tons; **Consumables** 2 years; **Carried Craft** 108 starfighters (various models), 12 shuttles, 6 drop ships, various support ships

Hyperdrive x1 (backup x8), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser Batteries (5 gunners)

Atk +15 (–9 against targets smaller than Colossal); **Dmg** 5d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +11 (–9 against targets smaller than Colossal); **Dmg** 3d10x5 ion

Tractor Beam Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** – (grapple +68)

Blue Diver – D6 Stats

- Stats by dhawk

Craft: Mon Calamari Heavy Carrier

Type: Heavy carrier

Scale: Capital

Length: 3,200 meters

Skill: Capital ship piloting: Mon Calamari Heavy Carrier

Crew: 11,723; gunners: 760; skeleton: 4,161/+10

Crew Skill: Astrogation 4D*, capital ship gunnery 5D+2*, capital ship piloting 6D+1*, capital ship shields 5D+2*, sensors 4D*

Passengers: 3,000 (pilots, support crew, and troops)

Cargo Capacity: 40,000 metric tons

Consumables: 4 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Hull: 9D

Shields: 5D**

* Mon Calamari Heavy Carriers are configured to provide Mon Calamari with their +1D bonus for being in moist environments. These skill levels do not reflect these bonuses.

** Mon Calamari Heavy Carriers have 5D of backup shields. When a die of shields is lost, if the shield operators can make an Easy *capital ships* shields total, one of the backup die codes of shields can be brought up to increase the shields back to 5D.

Sensors:

Passive: 70/1D+2

Scan: 140/3D

Search: 280/4D+1

Focus: 6/5D+1

Weapons:

200 Turbolaser Batteries

Fire Arc: 80 Front, 50 Left, 50 Right, 20 Rear

Crew: 2 (80, 50), 1 (20)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

150 Heavy Ion Cannon Batteries

Fire Arc: 50 Front, 40 Left, 40 Right, 10 Rear

Crew: 2 (50, 40, 10)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

20 Tractor Beam Projectors

Fire Arc: 8 Front, 4 Left, 4 Right, 4 Rear

Crew: 4 (8, 4)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starfighter/Support Ship Complement: 3 wings (108 starfighters), 12 shuttles, 6 drop-ships, various support ships

Bothan Assault Cruiser



The Essential Guide to Warfare, Darren Tan

Designed by the Bothans after the Caamasi Document Crisis of 19 ABY, the Bothan Assault Cruiser was commissioned just before the Yuuzhan Vong War in 25 ABY. It was designed to take over the role of the *Victory*-class Star Destroyer in the New Republic Navy, namely the multiple roles of planetary defense, planetary assault, ground troop support, and ship-to-ship combat. Sporting heavier armor and shields that were 150% stronger than the *Victory*-class, the Bothan Assault Cruiser performed admirably against the Yuuzhan Vong.

While the Assault Cruiser was commissioned to serve in the New Republic Navy, and subsequently the Galactic Alliance Navy, the ships were crewed by Bothans. When Bothawui broke away from the Galactic Alliance and joined the Confederation in 40 ABY, very nearly all of the Bothan Assault Cruisers in the Galactic Alliance Navy defected and became part of the Confederation Fleet.

Comprising the bulk of the Bothans' contribution to the Confederation Fleet, the Bothan Assault Cruiser proved itself against the Galactic Alliance just as it had against the Yuuzhan Vong fifteen years prior. The ship's versatility made it invaluable to the Confederation war effort against the Galactic Alliance.

Bothan Assault Cruiser

CL 19

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 51; +12 armor, Vehicular Combat

hp 2,070; DR 20; SR 225; **Threshold** 251

Speed fly 2 squares (starship scale)

Ranged 2 turbolaser batteries +14* (see below) and

3 heavy double turbolaser batteries +14* (see below), and

3 ion cannons +14* (see below), and

2 proton torpedo launchers +14* (see below), and

2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +68

Abilities Str 92, Dex 14, Con —, Int 18

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 1,240 (normal); **Passengers** 250 (troops and pilots)

Cargo 5,000 tons; **Consumables** 2 years; **Carried Craft** 48 A-wing, X-wing or B-wings, various support vehicles

Hyperdrive x1 (backup x8), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal); **Dmg** 7d10x5

Heavy Double Turbolaser Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal); **Dmg** 4d10x5

Ion Cannons (5 gunners)

Atk +14 (-5 against targets smaller than Colossal); **Dmg** 5d10x2 ion

Proton Torpedoes (5 gunners)

Atk +14 (-5 against targets smaller than Colossal), **Dmg** 9d10x2

Tractor Beam Batteries (5 gunners)

Atk +14 (-5 against targets smaller than Colossal); **Dmg** - (grapple +68)

Bothan Assault Cruiser – D6 Stats

- Stats created by Gary Astleford

Craft: Bothan Assault Cruiser

Type: Assault cruiser

Scale: Capital

Length: 850 meters

Skill: Capital ship piloting: Bothan assault cruiser

Crew: 1,084, gunners: 156; skeleton: 223/+10

Crew Skill: Typically 6D in applicable skills

Passengers: 250 (troops and pilots)

Cargo Capacity: 5,000 metric tons

Consumables: 2 years

Cost: Not available for sale (97 million estimated)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 7D

Shields: 4D+2

Sensors:

Passive: 50/2D+1

Scan: 100/3D+1

Search: 200/4D+1

Focus: 6/5D

Weapons:

20 Turbolaser Batteries

Fire Arc: 8 Front, 4 Left, 4 Right, 4 Rear

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

24 Heavy Double Turbolaser Batteries

Fire Arc: 1 Battery Front, 2 Batteries Left, 2 Batteries

Right, 1 Battery Rear

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

10 Ion Cannons

Fire Arc: 4 Front, 3 Left, 3 Right

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

20 Proton Torpedo Launchers

Fire Arc: 10 Front, 5 Left, 5 Right

Skill: Capital ship gunnery

Scale: Starfighter

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Payload: 320 proton torpedoes

Damage: 9D

4 Tractor Beam Batteries

Fire Arc: 1 Front, 1 Left, 1 Right, 1 Rear

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter/Support Ship Complement: 4 squadrons (48 starfighters), various support vessels

Bothan Frigate



Drone

The Bothan Frigate was a warship deployed by the Bothans for use by the Confederation Fleet. It was produced by the Tallaani Shipyards.

Despite an early attempt at maintaining fleets of larger capital ships like the Bothan Assault Cruiser, the Bothan government opted in the aftermath of the Battle of Gilatter VIII to maintain a larger fleet of smaller, more agile vessels. The result of this change in doctrine was the Tallaani-built Bothan Frigate, which was noted for having heavier than normal armor plating and an impressive array of weaponry.

In 40 ABY, shortly after nineteen Bothan Frigates had been delivered to the Bothan Navy, a Galactic Alliance patrol consisting of the warships *Bounty* and *Daring* engaged the Bothan flotilla near Bothawui. Even with their impressive firepower and armor, the Bothan vessels were outmatched by the Galactic Alliance patrol.

Of the nineteen vessels that engaged the Alliance patrol, twelve were destroyed or crippled by Alliance fire. Fortunately for the Bothans, they were not fully manned.

Bothan Frigate

CL 18

Colossal (frigate) capital ship

Init +0; **Senses** Perception +6

Defense Ref 17 (flat-footed 13), Fort 40; +13 armor, Vehicular Combat

hp 1,500; **DR** 20; **SR** 150; **Threshold** 256

Speed fly 4 squares (starship scale)

Ranged 2 turbolaser batteries +15* (see below), and
2 laser cannon batteries +15 (see below), and

1 tractor beam battery +15 (see below)

Fighting Space 1 (starship scale); **Cover** total

Base Atk +2; **Grp** +52

Abilities Str 70, Dex 18, Con —, Int 16

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 658 (normal); **Passengers** 100 (troops)

Cargo 3,500 tons; **Consumables** 1 years; **Carried Craft** 24 starfighters, 2 shuttles

Hyperdrive x1 (backup x8), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser Batteries (5 gunners)

Atk +14 (–5 against targets smaller than Colossal); **Dmg** 7d10x5

Laser Cannons Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 10d10x5

Tractor Beam Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** – (grapple +68)

Bothan Frigate – D6 Stats

- Stats by dhawk

Craft: Tallaani Shipyards *Fey'lya*-class Bothan Frigate

Type: Frigate

Scale: Capital

Length: 420 meters

Skill: Capital ship piloting: *Fey'lya*-class

Crew: 610, gunners: 48, skeleton: 110/+10

Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 5D

Passengers: 100 (troops)

Cargo Capacity: 2,750 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D+1

Space: 7

Hull: 6D

Shields: 2D

Sensors:

Passive: 50/2D+1

Scan: 100/3D+2

Search: 200/4D+1

Focus: 6/5D

Weapons:

12 Turbolaser Cannons

Fire Arc: 4 Front, 4 Left, 4 Right

Crew: 2 (12)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

20 Laser Cannons

Fire Arc: 5 Front, 5 Left, 5 Right, 5 Rear

Crew: 1 (20)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 5D

4 Tractor Beam Projectors

Fire Arc: 2 Front, 2 Rear

Crew: 1 (4)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starfighter/Support Ship Complement: 2 squadrons (24 starfighters), 2 shuttles

Bounty



Starships of the Galaxy

Bounty was a *Viscount*-class Mon Cal Star Defender serving in the Galactic Alliance Defense Force in 40 ABY. Construction on *Bounty* began during the Yuuzhan Vong War and while she was not commissioned until after the war, her armaments were sufficient enough to contribute to the defense of the Mon Calamari shipyards even while still under construction.

In 40 ABY, *Bounty* and the frigate *Daring* were assigned to monitor Bothan space as tensions flared between Bothawui and the Galactic Alliance during the Second Galactic Civil War. The two ships encountered a flotilla of nineteen Bothan Frigates near the Bothawui system and immediately engaged. *Bounty* launched several squadrons of XJ7 X-wing starfighters for support and began firing on the Bothan ships. Several of the Bothan Frigates were not fully crewed and did not return fire on *Bounty* and *Daring*, although the Bothan flotilla did try to defend themselves from the X-wings. Only seven of the nineteen Bothan Frigates managed to escape into hyperspace with the rest either destroyed or disabled. Several XJ7 fighters were lost. Neither *Bounty* nor *Daring* suffered any significant damage during the engagement.

Later, at the Second Battle of Fondor, when Admiral Niathal tried to relieve Jacen Solo of command and called for the Galactic Alliance fleet to follow her orders, *Bounty* was one of the ships to switch allegiances to her.

For d20 stats: Use the stats for the Mon Calamari Star Defender found in *Starships of the Galaxy*, pages 116-117.

***Bounty* – D6 Stats**

- Developed by Gry Sarth

Craft: Mon Calamari *Viscount*-class Star Defender

Source: Wizards' Website

Type: *Viscount*-class Star Defender

Scale: Capital

Length: 17,000 meters

Skill: Capital ship piloting: *Viscount* Star Defender

Crew: 66,634, gunners: 1,540, skeleton: 15,000/+10

Crew Skill: Astrogation 4D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 6D, sensors 5D

Passengers: 12,500 (troops)

Cargo Capacity: 200,000 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Space: 5

Hull: 9D

Shields: 8D

Sensors:

Passive: 75/1D+2

Scan: 150/3D+2

Search: 300/5D

Focus: 8/6D+2

Weapons:

250 Turbolaser Batteries

Fire Arc: 50 Front, 100 Left, 100 Right

Crew: 1 (200), 2 (50)

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

250 Heavy Turbolaser Batteries

Fire Arc: 100 Front, 75 Left, 75 Right

Crew: 2

Skill: Capital ship gunnery

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

200 Concussion Missile Tubes

Fire Arc: 100 Front, 50 Left, 50 Right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

300 Heavy Ion Cannons

Fire Arc: 50 Front, 100 Left, 100 Right, 50 Rear

Crew: 1 (200), 2 (100)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 5D

40 Tractor Beam Projectors

Fire Arc: 20 Front, 10 Left, 10 Right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

100 Point Laser Cannon Batteries

Fire Arc: 20 Batteries Front, 30 Batteries Left,
30 Batteries Right, 20 Batteries Rear

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

Starfighter/Support Ship Complement: 60 T65-A3 X-wings, 12 T65-XJ X-wings, 48 A-wings, 48 E-wings, 48 B-wings or K-wings, and about 84 additional shuttles, troop transports, drop ships, and landing barges.

Dodonna



Drone

The *Dodonna* was a *Galactic-class* Battle Carrier in the Galactic Alliance Defense Fleet and was named after General Jan Dodonna, one of the heroes of the Alliance to Restore the Republic. The *Galactic-class* had the same length as an *Imperial-class* Star Destroyer, though it was broader and massed fifty percent more than the Imperial design.

The *Dodonna* was commanded by Admiral Matric Klauskinn and served as his flagship at the Battle of Tralus in 40 ABY. Other officers included Colonel Moyan, Colonel Fiav Fenn, and Admiral Tarla Limpan.

Later in the Second Galactic Civil War, command of the *Dodonna* was given to Admiral Limpan. The *Dodonna* was forced to retreat from Corellia when she was attacked by Bothan and Commenorian naval forces. After inflicting heavy damage to Centerpoint Station, the *Dodonna* jumped to the rendezvous point with the *Anakin Solo* and the *Blue Diver*. After Admiral Limpan

transferred her flag to the *Blue Diver*, the *Dodonna* was recalled to Coruscant.

Galactic-class Battle Carrier

CL 25

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 56; +16 armor, Vehicular Combat

hp 2,100; **DR** 20; **SR** 250; **Threshold** 256

Speed fly 3 squares (starship scale)

Ranged 5 heavy turbolaser batteries +15* (see below) and
5 turbolaser batteries +15* (see below) and
4 heavy ion cannon batteries +15* (see below) and
2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +68

Abilities Str 103, Dex 14, Con —, Int 20

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 9,000 (normal); **Passengers** 1,200 (troops), 176 (pilots)

Cargo 36,000 tons; **Consumables** 1.5 years; **Carried Craft** 4 starfighter wings (144 total starfighters divided among XJ6 X-wings, Eta-5 Interceptors, shield-equipped TIE/LN starfighters, B-wing starfighters), 16 shuttles, various support vehicles

Hyperdrive x1 (backup x12), navicomputer

Availability Military; **Cost** Not available for sale

* Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy Turbolaser Batteries (5 gunners)

Atk +15 (-5 against targets smaller than Colossal); **Dmg** 11d10x5

Turbolaser Batteries (5 gunners)

Atk +15 (-5 against targets smaller than Colossal); **Dmg** 8d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +15 (-5 against targets smaller than Colossal); **Dmg** 3d10x5 ion

Tractor Beam Batteries (5 gunners)

Atk +15 (-5 against targets smaller than Colossal); **Dmg** - (grapple +68)

Dodonna – D6 Stats

Craft: Kuat Drive Yards *Galactic-class* Battle Carrier
Type: Battle carrier
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: *Galactic-class* battle carrier
Crew: 8,816, gunners: 184, skeleton: 4,161/+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 5D, sensors 4D
Passengers: 1,200 (troops), 176 (pilots)
Cargo Capacity: 36,000 tons
Consumables: 1.5 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:

25 Heavy Turbolaser Batteries

Fire Arc: 15 Front, 10 Left, 10 Right
Crew: 1 (15), 2 (10)
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D

25 Turbolaser Batteries

Fire Arc: 10 Front, 5 Left, 5 Right, 5 Rear
Crew: 1 (15), 2 (5)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D

20 Heavy Ion Cannon Batteries

Fire Arc: 10 Front, 5 Left, 5 Right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

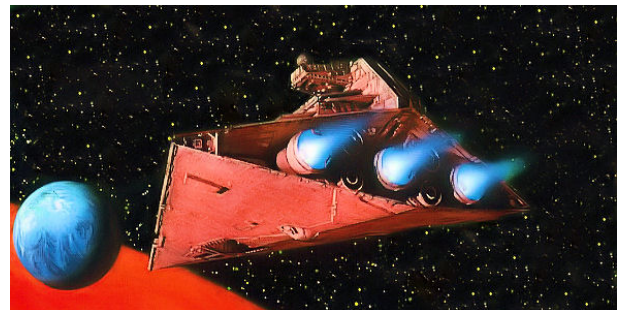
Damage: 5D

2 Tractor Beam Projector Batteries

Fire Arc: 1 Left, 1 Right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Starfighter/Support Ship Complement: 4 starfighter wings (144 total starfighters divided among XJ6 X-wings, Eta-5 Interceptors, shield-equipped TIE/LN starfighters, B-wing starfighters), 16 shuttles, various support vehicles.

Errant Venture



From *NJO: Edge of Victory I: Conquest* (Japanese Cover)

The pride and joy of smuggler and entrepreneur Booster Terrik, the *Errant Venture* is the first and only privately owned Star Destroyer. After years of mixed business, the *Errant Venture* finally began turning a very handsome profit by 40 ABY. It seemed as though the Galactic Alliance finally brought good business for Booster. Yet as before during the Yuuzhan Vong War and the First Galactic Civil War, Booster found himself being brought into a conflict he would have rather watched from the sidelines.

During the Second Galactic Civil War, Lando Calrissian, the Solos, the Antilles and the Horns found themselves on the *Errant Venture* when Corellia attempted to kill them all. Suspecting that someone was manipulating the course of the war, they convinced Booster to spy on the Galactic Alliance fleet blockading Corellia. Offering his services to the fleet, Booster only gained access when Luke Skywalker urged Colonel Solo to not allow the *Venture* near the blockade.

Once in place, Iella and Myri Antilles went undercover posed as dealers at the sabacc tables, while Lando toured the ship in disguise. When Corellia fought to break the blockade, Luke, Mara, Corran and Wedge protected the *Venture* until all Alliance military shuttles had

left the ship. Once the shuttles were safely away, the *Venture* fled to Coruscant.

During their mission to find Alema Rar, Jaina Solo, Zekk and Jagged Fel planted a new surveillance program within the *Errant Venture*. The program detected that holocams aboard the *Venture* were being “wiped” by a Force-sensitive. Following this lead, Jaina, Zekk and Jag did indeed find that Alema Rar was on the ship. Alema managed to escape from the *Venture*, but not before Jag Fel inflicted another serious wound on her.

Currently, Booster is grooming his daughter Mirax to take command of the *Venture*, which continues to do great business as a mobile shadowport.

For d20 stats: See *Scum and Villainy*, pages 127-128.

Errant Venture – D6 Stats

- Stats by Gry Sarth

Craft: Heavily modified Kuat Drive Yards *Imperial II*-class Star Destroyer

Affiliation: Booster Terrik (smuggler)

Era: New Republic/Legacy

Source: *The New Jedi Order Sourcebook* (page 117), *Scum and Villainy* (pages 127-128), *Star Wars D20 to D6 Conversion – Scum and Villainy* (pages 12-13)

Type: Star Destroyer

Scale: Capital

Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 4,780

Crew Skill: All appropriate skills at 4D

Passengers: 30,000

Cargo Capacity: 49,000 metric tons

Consumables: 5 years

Cost: Not for sale (estimated value is 145 million credits)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 7D+1

Shields: 2D+2

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

10 Turbolasers

Fire Arc: 2 Front, 4 Left, 4 Right

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D

10 Ion Cannons

Fire Arc: 2 Front, 4 Left, 4 Right

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20//50/100 km

Damage: 4D

2 Tractor Beams

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10//30/60 km

Damage: 6D

Starfighter/Support Ship Complement: Up to 1 wing of starfighters (72 various types), or up to 30 light freighters.

Galactic Voyager



The Complete Star Wars Encyclopedia

Built in 7 ABY, the *Galactic Voyager* was chosen by Admiral Ackbar to be his flagship during the early years of the fledgling New Republic. During the Second Galactic Civil War, the *Galactic Voyager* served again as Admiral Cha Niathal's flagship during the

Galactic Alliance's ambush of Confederation forces at the Confederation's false summit at Gilatter VIII.

Mon Calamari MC90

CL 20

Colossal (cruiser) capital ship

Init -1; Senses Perception +6

Defense Ref 16 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat

hp 2,100; DR 20; SR 300; Threshold 254

Speed fly 3 squares (starship scale)

Ranged 8 light turbolaser batteries +15* (see below), and
4 heavy ion cannon batteries +11* (see below), and
6 proton torpedo launchers +15* (see below), and
2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +66

Abilities Str 98, Dex 16, Con —, Int 16

Skills Initiative -1, Mechanics +6, Perception +6, Pilot -1, Use Computer +6

Crew 6,280 (normal); **Passengers** 1,700 (troops)

Cargo 25,000 tons; **Consumables** 2 years; **Carried Craft** 2 starfighter wings (various types), 4 shuttles, various support vehicles

Hyperdrive x1 (backup x10), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Light Turbolaser Batteries (5 gunners)

Atk +15 (-9 against targets smaller than Colossal); **Dmg** 4d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +11 (-9 against targets smaller than Colossal); **Dmg** 3d10x5 ion

Proton Torpedo Launchers (5 gunners)

Atk +15 (-5 against targets smaller than Colossal), **Dmg** 9d10x2

Tractor Beam Batteries (5 gunners)

Atk +15 (-5 against targets smaller than Colossal); **Dmg** (grapple +68)

Galactic Voyager – D6 Stats

See *The Jedi Academy Sourcebook* (pages 132-134).

Starfighter/Support Ship Complement: 2 starfighter wings/72 starfighters (various types), 4 shuttles, various support vehicles

Megador



The Complete Star Wars Encyclopedia

Originally, the *Megador* was the flagship of Imperial warlord Blitzer Harrsk, but was abandoned at the Deep 3 Shipyard when Harrsk was killed during Admiral Daala's unification of the Imperial Remnant. Eventually, Gilad Pellaeon stumbled upon and took possession of the *Megador*. When Supreme Commander Sien Sovv was killed during the Dark Nest Crisis and Chief of State Cal Omas asked Pellaeon to take over as Supreme Commander, Pellaeon accepted and made the *Megador* his flagship. However, after the Swarm War had ended, Pellaeon would eventually transfer his flag to the *Turbulent*-class Star Destroyer *Bloodfin*.

During the Battle of Uroo Station, the final battle of the Second Galactic Civil War, the *Megador* and the *Anakin Solo* joined a fleet of Imperial Remnant ships to eradicate the Jedi Order.

For d20 stats: Use the stats for the Star Dreadnaught found in *Starships of the Galaxy*, page 136. In addition to the standard weapons found on the *Executor*-class Star Dreadnaught, the *Megador* also has the following weapon:

Long Range Turbolaser Batteries (5 gunners)

Atk +15 (-5 against targets smaller than Colossal); **Dmg** 12d10x5

Megador – D6 Stats

Craft: Kuat Drive Yards *Executor*-class Star Dreadnaught

Type: *Executor*-class Star Dreadnaught

Scale: Capital

Length: 19,000 meters

Skill: Capital ship piloting: *Executor*-class Star Dreadnaught

Crew: 280,734; gunners: 5,000; skeleton: 50,000/+10

Crew Skill: Astrogration 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

Passengers: 38,000 (troops)
Cargo Capacity: 250,000 tons
Consumables: 10 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Hull: 15D
Shields: 10D+1

Sensors:

Passive: 250/2D
Scan: 350/3D
Search: 500/4D
Focus: 75/5D

Weapons:

3 Long-range Turbolaser Batteries

Fire Arc: Front
Crew: 5
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 3-20/50/100
Atmosphere Range: 600-2/10/20 km
Damage: 12D

1,250 Turbolaser Batteries

Fire Arc: 500 Front, 375 Left, 375 Right
Crew: 1 (500), 2 (750)
Fire Control: 1D
Space Range: 3-15/35/75
Damage: 7D

1,250 Heavy Turbolaser Batteries

Fire Arc: 500 Front, 250 Left, 250 Right, 250 Rear
Crew: 2
Fire Control: 0D
Space Range: 5-20/40/60
Damage: 10D

1,250 Concussion Missile Tubes

Fire Arc: 250 Front, 375 Left, 375 Right, 250 Rear
Crew: 1
Fire Control: 2D
Space Range: 2-12/30/60
Damage: 9D
Payload: 50,000 missiles

1,250 Ion Cannons

Fire Arc: 500 Front, 250 Left, 250 Right, 250 Rear
Crew: 1 (500), 2 (750)

Fire Control: 4D
Space Range: 1-10/25/50
Damage: 4D

200 Tractor Beam Projectors

Fire Arc: 100 Front, 50 Left, 50 Right
Crew: 1
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 9D

Starfighter/Support Ship Complement: 720 starfighters (typical complement of 10 wings; 1,800 for full complement of 25 wings), 20 assault shuttles, 200 shuttles, 100 drop ships

Ground/Air Complement: 6 pre-fabricated garrison bases, 75 AT-AT walkers, 150 AT-ST walkers, various ground assault/support vehicles

Note: This version of the *Megador* is adapted from: web.archive.org/web/20101122103758/http://bwafer.com/starwars/executor.htm.

Strident-class Star Defender



Drone

Created in response to the Black Fleet Crisis, the *Strident*-class Star Defender was meant to serve alongside the *Viscount*-class Star Defender. Corellian Engineering Corporation won the contract to design and produce the *Strident*-class. As with the New Class program which had pairs of complimentary ships, the Star Defender program had the *Viscount*-class as the vanguard and the *Strident*-class as the support ship.

When the Yuuzhan Vong War began, the ship soon earned a vicious reputation as a merciless opponent. The Yuuzhan Vong soon came to fear this ship along with the Bothan Assault Cruiser and the *Viscount*-class Star Defender.

During the Second Galactic Civil War, many of these ships fought for the Galactic Alliance, but a few fought in the defense of Corellia. Six of these Corellian vessels formed the backbone of the Corellian Defense Fleet during the Second Galactic Civil War. Two of them were lost early in the war.

Strident-class Star Defender

CL 27

Colossal (cruiser) capital ship

Init –2; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 56; +16 armor, Vehicular Combat

hp 2,400; **DR** 20; **SR** 200; **Threshold** 256

Speed fly 3 squares (starship scale)

Ranged 2 heavy turbolaser batteries +15* (see below), and 4 turbolaser batteries +15* (see below), and 4 heavy ion cannon batteries +15* (see below), and 2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +68

Abilities Str 103, Dex 14, Con —, Int 20

Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 21,190 (normal); **Passengers** 5,000 (pilots, support crew, and troops)

Cargo 36,000 tons; **Consumables** 2 years; **Carried Craft** 144 starfighters (various classes), 8 shuttles, various support vehicles

Hyperdrive x1 (backup x12), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a –20 penalty on attacks against targets smaller than Colossal size.

Heavy Turbolaser Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 11d10x5

Turbolaser Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 8d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 3d10x5 ion

Tractor Beam Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** – (grapple +68)

Strident-class Star Defender – D6 Stats

- Stats by dhawk

Craft: Corellian Engineering Corporation *Strident-class* Star Defender

Type: Star defender

Scale: Capital

Length: 4,520 meters

Skill: Capital ship piloting: *Strident-class* Star Defender

Crew: 20,380; gunners: 810; skeleton: 640/+10

Crew Skill: Astrostation 3D, capital ship gunnery 6D, capital ship piloting 6D, capital ship shields 4D+2, sensors 4D

Passengers: 5,000 (pilots, support crew, and troops)

Cargo Capacity: 64,500 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 8D

Shields: 7D

Sensors:

Passive: 60/1D+1

Scan: 150/3D+1

Search: 300/4D+2

Focus: 6/5D+1

Weapons:

44 Heavy Turbolaser Batteries

Fire Arc: Turret (11)

Crew: 2 (11)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 9D

160 Turbolaser Batteries

Fire Arc: 80 Front, 40 Left, 40 Right, 20 Rear

Crew: 2 (80, 40), 1 (20)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

16 Heavy Ion Cannon Batteries

Fire Arc: Side Turret (4)

Crew: 2 (4)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 6D

20 Tractor Beam Projectors

Fire Arc: 10 Front, 4 Left, 4 Right, 2 Rear

Crew: 4 (10, 4, 2)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starfighter/Support Ship Complement: 144 starfighters (various types), 8 shuttles, various support vehicles.

Thrackan Sal-Solo

Sometime during the years between 30 ABY to 40 ABY, Thrackan Sal-Solo ordered the secret construction of the Kiris Shipyards. By the time of the Blockade of Corellia in 40 ABY, three Corellian Dreadnaughts had been completed there. The first of these, known as the *Thrackan Sal-Solo*, functioned first as the Corellian Defense Force's flagship and then later as the Confederation Fleet's flagship during the Second Galactic Civil War.

Kiris Shipyards Corellian Dreadnaught

CL 20

Colossal (cruiser) capital ship

Init –2; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 56; +16 armor, Vehicular Combat

hp 2,100; **DR** 20; **SR** 100; **Threshold** 256

Speed fly 3 squares (starship scale)

Ranged 7 turbolaser batteries +14* (see below), and

7 hvy concussion missile batteries +15* (see below), and

4 hvy ion cannon batteries +15* (see below), and

2 tractor beam batteries +15* (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +68

Abilities Str 103, Dex 14, Con —, Int 20

Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 13,440 (normal); **Passengers** 4,000 (troops)

Cargo 24,000 metric tons; **Consumables** 4 years; **Carried Craft** 1 wing (36 starfighters), various support craft

Payload 400 heavy concussion missiles

Hyperdrive x1 (backup x12), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser Batteries (5 gunners)

Atk +14 (–5 against targets smaller than Colossal); **Dmg** 7d10x5

Heavy Concussion Missile Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal); **Dmg** 9d10x5

Heavy Ion Cannon Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal), **Dmg** 4d10x5 ion

Tractor Beam Batteries (5 gunners)

Atk +15 (–5 against targets smaller than Colossal), **Dmg** – (grapple +68)

Thrackan Sal-Solo – D6 Stats

– Stats by dawk

Craft: Kiris Shipyards Corellian Dreadnaught

Type: Corellian dreadnaught

Scale: Capital

Length: 1,920 meters

Skill: Capital ship piloting: Corellian Dreadnaught

Crew: 12,944, gunners: 496, skeleton 1,370/+15

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2

Passengers: 4,000 (troops)

Cargo Capacity: 24,000 metric tons

Consumables: 4 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 8D

Shields: 3D

Sensors:

Passive 50/1D

Scan 100/3D

Search 200/4D

Focus 6/4D+2

Weapons:

100 Turbolaser Batteries

Fire Arc: 25 Front, 25 Left, 25 Right, 25 Rear

Crew: 2 (25)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

80 Heavy Concussion Missile Launchers

Fire Arc: 20 Front, 20 Left, 20 Right, 20 Rear

Crew: 2 (20)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Payload: 400 heavy concussion missiles

Damage: 9D

60 Heavy Ion Cannon Batteries

Fire Arc: 15 Front, 15 Left, 15 Right, 15 Rear

Crew: 2 (15)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

8 Tractor Beam Projectors

Fire Arc: 2 Front, 2 Left, 2 Right, 2 Rear

Crew: 2 (2)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Starfighter/Support Ship Complement: 1 wing (36 starfighters), various support craft

Turbulent-class Star Destroyer

Saga Edition Stats and Bio by Thomas

The Imperial Remnant created the *Turbulent*-class after the end of the Swarm War, designing it to be a smaller and more agile design than previous Star Destroyer designs. The *Bloodfin* was a *Turbulent*-class Star Destroyer that served as Supreme Commander Gilad

Pellaeon's flagship. Pellaeon liked the design since it made it easier for the crew to familiarize with the ship than on a larger vessel. The *Bloodfin* saw action at the Second Battle of Fondor during the Second Galactic Civil War.

Turbulent-class Star Destroyers are smaller and more maneuverable than the *Imperial*-class Star Destroyer and are designed with two hangars opening at the stern of the vessel. Like the *Imperial*-class, the *Turbulent*'s bridge is situated in a tower on top of the main superstructure. An emergency docking bay is located astern of the tower.

The *Turbulent*-class has many crisscrossing maintenance tunnels running throughout the upper portion of the vessel. This made maintenance easier but also provided the crew a means of escape in case the ship is boarded. In addition to its heavy weapons, the *Turbulent*-class has a backup shield generator system and reinforced bulkheads. It also makes extensive use of anti-boarding systems and checkpoints much like the old Star Galleon.

Kuat Drive Yards Turbulent-class Star Destroyer **CL 18**

Colossal (Cruiser) Capital Ship

Init -2; Senses Perception +6

Defense Ref 14 (12 Flat), Fort 51; +12 armor, Vehicular Combat
hp 1,794; **DR** 20; **SR** 150; **Threshold** 251

Speed Fly 2 squares (Starship Scale)

Ranged: 5 heavy turbolaser batteries +14* (see below), and
5 double turbolaser batteries +14* (see below), and
2 medium point defense laser cannons +14 (see below),
and
2 heavy ion cannon batteries + 14* (see below), and
2 tractor beam batteries +14* (see below)

Fighting Space: 2x2 (starship scale); **Cover** total

Base Atk +2, **Grp** +63

Abilities: Str 92, Dex 14, Int 18

Skills: Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use
Computer +6

Crew 5,000 (skilled); **Passengers** 2,040 (troops)

Cargo 6,200 tons; **Consumables** 4 years; **Carried Craft** 72 TIE
fighters (any variant), 5 *Lambda*-class shuttles, 10 AT-STs, 5 AT-
ATs, various support vehicles

Hyperdrive x1 (backup x10), navicomputer

Availability Military; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than
Colossal size.

Heavy Turbolaser Batteries (5 gunners)

Atk +14 (-6 against targets smaller than Colossal), **Dmg**: 7D10x5

Double Turbolaser Batteries (5 gunners)

Atk +14 (-6 against targets smaller than Colossal), **Dmg**: 4D10x5

Medium Point Defense Laser Cannons (5 gunners)

Atk +14, **Dmg**: 4D10x2

Heavy Ion Cannon Batteries (5 Gunners)

Atk +14 (-6 against targets smaller than Colossal), **Dmg**: 4D10x5
Ion

Tractor Beam Batteries (5 Gunners)

Atk +14 (-6 against targets smaller than Colossal), **Dmg**: - (grapple +68)

Tactical Fire

A *Turbulent*-class Imperial Star Destroyer is designed to provide heavy gunnery support in any situation, excelling in overpowering other capital ships of its size. Its weakness against smaller ships, such as starfighters, is often overcome by its own starfighter squadrons. As a standard action, a *Turbulent*-class Star Destroyer can forgo all attacks to provide fire to all squares within a 2-square radius. All allied starships attacking targets within this area receive a +2 bonus to attack rolls.

Turbulent-class Star Destroyer

Craft: Kuat Drive Yards *Turbulent*-class Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,500 meters

Skill: Capital ship piloting: *Turbulent*-class Star Destroyer

Crew: 4,770, gunners: 230, skeleton: 2,100/+10

Crew Skill: Astrostation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 2,040 (troops)

Cargo Capacity: 6,200 tons

Consumables: 4 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 6D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

50 Heavy Turbolaser Batteries

Fire Arc: 20 Front, 15 Left, 15 Right

Crew: 1 (20), 2 (30)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 600-1.5/7/15 km

Damage: 10D

50 Double Turbolaser Batteries

Fire Arc: 20 Front, 15 Left, 15 Right

Crew: 1 (20), 2 (30)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 600-1.5/7/15 km

Damage: 4D

75 Medium Point Defense Laser Cannons

Fire Arc: 40 Front, 15 Left, 15 Right, 5 Rear

Skill: Capital ship gunnery

Crew: 2

Scale: Starfighter

Fire Control: 3D+2

Space Range: 1-15/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

35 Heavy Ion Cannon Batteries

Fire Arc: 10 Front, 10 Left, 10 Right, 5 Rear

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 6D

10 Tractor Beam Emplacements

Fire Arc: 6 Front, 2 Left, 2 Right

Crew: 1 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter/Support Ship Complement: 72 TIE fighters (any variant), 5 Lambda-class shuttles, various support vehicles.
Ground/Air Complement: 10 AT-STs, 5 AT-ATs.



Essential Guide to Warfare, Darren Tan

CHAPTER 10: DROIDS

R6-Series Astromech Droids



The New Essential Guide to Droids

In an effort to repair their reputation following the disastrous R5 model, Industrial Automaton released the R6 after the Battle of Endor. To prove that each new series beyond their famous R2-series would not be inferior, the designers of the R6 took their time in working out every problem and glitch that plagued the previous model. After years in planning, IA released the R6 model with obvious intent to try and recapture the hearts of their consumers. Judging by the robust sales of the R6 after it was finally released, IA succeeded.

R6 Series Astromech Droid

CL 0

Small droid (2nd-degree) nonheroic 2

Init +8; **Senses** darkvision, low-light vision; Perception +8

Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 10

hp 5; **Threshold** 10

Immune droid traits

Speed 4 squares (walking), 6 squares (wheeled)

Melee electroshock probe +1 (1d8 ion)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** -2

Abilities Str 10, Dex 14, Con --, Int 15, Wis 11, Cha 8

Feats Skill Focus (Mechanics, Pilot, Use Computer), Skill Training, Toughness, Weapon Proficiency (simple weapons)

Skills Initiative +8, Mechanics +13, Perception +8, Pilot +13, Stealth +8, Use Computer +13

Systems walking locomotion (magnetic feet), wheeled locomotion (magnetic feet), heuristic processor, internal comlink, 6 tool appendages, claw appendage, diagnostics package, sensors (improved sensor package, 360-degree vision, darkvision), internal storage (2 kg), video display screen

Possessions acoustic signaler, astrogation buffer (storage device, 12 units), small circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector

Availability Licensed; **Cost** 6,000 credits

R6-Series Astromech – D6 Stats

- Stats by Gry Sarth (with modifications by Sutehp)

Type: Industrial Automaton R6-Series Astromech Droid

DEXTERITY 2D+1

KNOWLEDGE 2D+2

Planetary systems 4D

MECHANICAL 3D

Astrogation 6D+1, starfighter piloting 4D, space transports 4D

PERCEPTION 2D+2

Search 3D+1

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 6D, security 5D, starfighter repair 5D+1*

*Astromech droids, if acting in a co-pilot capacity, may attempt starship repairs while in flight.

Equipped With:

- Three wheeled legs (center leg retractable, magnetic feet)
- Heuristic processor
- Internal comlink
- Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision)
- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm

- Diagnostics package (+1D to all diagnostic rolls)
- Improved sensor package with booster (+2D to *search* and *sensors*, provides infrared and ultraviolet scans)
- Small electric arc welder (1D to 5D damage, 0.3 meter range)
- Small electroshock probe (4D stun damage, 0.3 meter range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Acoustic signaler
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area (2 Kg)
- Can hold up to up to 12 hyperspace jump coordinates

Move: 5

Size: 1 meter tall

Cost: 6,000 credits

Source: *Arms and Equipment Guide* (pages 49-50) & *Star Wars D20 to D6 Conversion Droids Stats*, (page 20), *Star Wars Adventure Journal*, #7 (pages 141-142)

R7-Series Astromech Droids



The New Essential Guide to Droids

The R7 was developed as a corporate secret by Industrial Automaton at the same time as the corporation was designing the R6-series. The New Republic military commissioned Industrial Automaton to design the R7-series specifically for the E-wing starfighter. However, Industrial Automaton did not bother to make the R7 compatible with other starfighter designs. As a result, R7s

are of little interest to civilian owners or to starfighter squadrons that do not fly the E-wing.

R7 Series Astromech Droid

CL 0

Small droid (2nd-degree) nonheroic 2

Init +8; **Senses** darkvision, low-light vision; Perception +10

Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 11, Will 12

hp 7; **Threshold** 11

Immune droid traits

Speed 4 squares (walking), 6 squares (wheeled)

Melee by weapon +1

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** -2

Abilities Str 10, Dex 15, Con --, Int 14, Wis 15, Cha 8

Feats Skill Focus (Mechanics, Pilot, Use Computer), Skill Training, Tech Specialist, Weapon Proficiency (simple weapons)

Skills Endurance +1, Initiative +8, Mechanics +13, Perception +10, Pilot +13, Stealth +8, Use Computer +13

Systems walking locomotion (magnetic feet), wheeled locomotion (magnetic feet), heuristic processor, internal comlink, 2 tool appendages, claw appendage, diagnostics package, high-speed cutting torch and welder, sensors (improved sensor package, darkvision), internal storage (1 kg), video display screen, specialized starfighter appendages

Possessions acoustic signaler, astrogation buffer (storage device, 15 units), circular saw, fire extinguisher, holoprojector, ion dampening shell (DC 15 to resist ion damage)

Availability Licensed; **Cost** 8,000 credits

R7-Series Astromech – D6 Stats

- Stats by Gry Sarth

Type: Industrial Automaton R7-Series Astromech Droid

DEXTERITY 2D+1

KNOWLEDGE 2D+2

Planetary systems 4D+2

MECHANICAL 3D

Astrogation 7D, starfighter piloting: E-Wing 5D+1

PERCEPTION 2D+2

Search 4D

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 6D+2, security 5D, starfighter repair: E-Wing 6D*

*Astromech droids, if acting in a co-pilot capacity, may attempt starship repairs while in flight.

Equipped With:

- Three wheeled legs (center leg retractable, magnetic feet)
- Ion dampening shell (+2D to resist ion damage)
- Internal comlink
- Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision)
- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm
- Specialized starfighter appendages (+1D to *starfighter piloting: E-wing*)
- Diagnostics package (+1D to all diagnostic rolls)
- Improved sensor package with booster (+2D to *search* and *sensors*, provides infrared and ultraviolet scans)
- Small electric arc welder (1D to 5D damage, 0.3 meter range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Acoustic signaler
- Fire extinguisher
- Small internal "cargo" area (1 kg)
- Can hold up to 15 hyperspace jump coordinates

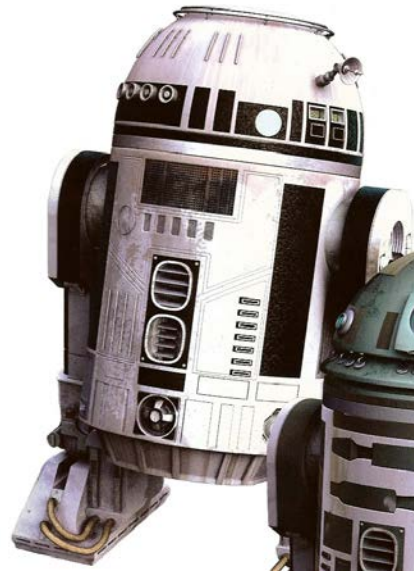
Move: 5

Size: 1 meter tall

Cost: 8,000 credits

Source: *Arms and Equipment Guide* (page 50), *Star Wars Adventure Journal*, #7 (page 142) & *Star Wars D20 to D6 Conversion Droids Stats*, (page 21)

R8-Series Astromech Droids



New Essential Guide to Droids

The R8-series astromech droid was a part of Industrial Automaton's line of R-series astromech droids. This model was produced during the New Republic era following the death of Grand Admiral Thrawn. This was also the only R-series astromech to not have a sensor "eye," instead featuring a miniature satellite dish on its dome. In addition, the R8-series was better at piloting, repairs, and navigation than any previous R-series astromech droid.

For d20 stats: See *Scavenger's Guide to Droids*, pages 128-129.

R8-Series Astromech – D6 Stats

- Stats by Gry Sarth

Type: Industrial Automaton R8-Series Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 7D+1, communications 4D+2, sensors 5D+1, space transports 4D+2, starfighter piloting 6D+1

PERCEPTION 2D

Search 3D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 5D, security 5D, space transports repair 6D+1, starfighter repair 6D+1*

*Astromech droids, if acting in a co-pilot capacity, may attempt

starship repairs while in flight.

Equipped With:

- Three wheeled legs (center leg retractable, magnetic feet)
- Internal full frequency comlink
- Advanced navicomputer (+2D to all *astrogation* rolls)
- Astrogation database storage of known galaxy
- Improved sensor package with booster (+2D to *search* and *sensors*, provides ultraviolet and infrared scans)
- Diagnostics package (+1D to all diagnostic rolls)
- 4 tool appendages
- Extendable 0.3 meter long video sensor (360-degree rotation, night vision)
- Retractable heavy grasper arm (*lifting* 2D)
- Small laser welder (1D to 5D, as fitting situation, 0.3 meter range)
- Electroshock probe (2D ion damage)
- Small circular saw (4D damage, 0.3 meter range)
- Scomp link
- Fire extinguisher
- Acoustic signaler
- Holographic projector/recorder
- Small (20 cm by 8 cm) internal "cargo" area
- Can hold up to 6 hyperspace jump coordinates

Move: 5

Size: 1 meter tall

Cost: 7,990 credits

Source: *Scavenger's Guide to Droids* (pages 128-129), *Scavenger's Guide to Droids – D6 Conversion* (pages 24-25)

R9-Series Astromech Droids



The New Essential Guide to Droids

Jedi pilots used R9-series astromechs as in-flight navigators and mechanics aboard their StealthX starfighters. Having similar capabilities as prior R-series astromechs, the R9s were notorious for having enhanced self-preservation protocols, and would hide data from their owners.

R9 Series Astromech Droid

CL 0

Small droid (2nd-degree) nonheroic 2

Init +8; **Senses** darkvision, low-light vision; Perception +4

Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 11

hp 7; **Threshold** 10

Immune droid traits

Speed 4 squares (walking), 6 squares (wheeled)

Melee electroshock probe +3 (1d8+2 ion)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** -2

Special Actions Gearhead

Abilities Str 14, Dex 14, Con --, Int 17, Wis 12, Cha 10

Feats Gearhead, Hyperblazer, Skill Focus (Mechanics, Pilot), Skill Training

Skills Deception +6, Initiative +8, Mechanics +14, Perception +4, Pilot +13, Stealth +8, Use Computer +9 (halve calculation time and penalties when traversing the hyperspace tangle)

Systems walking locomotion (magnetic feet), wheeled locomotion (magnetic feet), heuristic processor, 6 tool appendages, claw

appendage, diagnostics package, sensors (improved sensor package, darkvision), video display screen, scomp link, stealth shell
Possessions acoustic signaler, astrogation buffer (storage device, 20 units), circular saw, electric welder, electroshock probe, internal storage (2kg), extendable video probe, fire extinguisher
Availability Licensed; **Cost** 8,500 credits

Size: 1 meter tall

Cost: 8,500 credits

SD-X Series Stealth Battle Droid



Scavenger's Guide to Droids

The SD-X-series stealth battle droid was an advanced droid model designed by Tendrando Arms after the Yuuzhan Vong War. Tendrando Arms reconfigured the popular YVH-series battle droid, covered it in a black non-reflective, sensor-baffling stealth coating that allowed the droid to stay undetected, and marketed it to wealthy citizens and government officials. It could be a very effective fighter, but was more commonly used as a bodyguard. While Tendrando Arms didn't actively advertise this feature to its selective clientele, the SD-X was noted for its persistence in completing its mission objectives. In particular, the droid was known to track down assassins and criminals long after the attack on the person they were assigned to protect had occurred.

For d20 stats: (See *Scavenger's Guide to Droids*, pages 138-139)

R9-Series Astromech – D6 Stats

- Stats by dhawk

Type: Industrial Automaton R9-Series Astromech Droid

DEXTERITY 1D

KNOWLEDGE 2D

Willpower 4D

MECHANICAL 3D

Astrogation 5D, space transports 5D, starfighter piloting 6D

PERCEPTION 2D

Con 3D, hide 4D, search 4D, sneak 4D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 6D, space transports repair 6D, starfighter repair 6D*

*Astromech droids, if acting in a co-pilot capacity, may attempt starship repairs while in flight.

Equipped With:

- Three wheeled legs (center leg retractable, magnetic feet)
- Stealth shell (+2D to *sneak* and *hide* rolls)
- Internal comlink
- Improved sensor package with booster (+2D to *search* and *sensors*, provides infrared and ultraviolet scans)
- Diagnostics package (+1D to all diagnostic rolls)
- Retractable heavy grasper arm (*lifting* skill at 2D)
- Retractable fine worker arm
- Extendable 0.3 meter long video sensor (360-degree rotation, night vision)
- Small electric welder (1D to 5D damage, 0.3 meter range)
- Small electroshock probe (4D stun damage, 0.3 meter range)
- Small circular saw (4D damage, 0.3 meter range)
- Scomp link
- Video display screen
- Holographic projector/recorder
- Acoustic signaler
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area (1 kg)
- Can hold up to 20 hyperspace jump coordinates

Move: 5

SD-X-Series Stealth Battle Droid – D6 Stats

- Stats by Gry Sarth

Type: Tendrando Arms SD-X-Series Stealth Battle Droid

DEXTERITY 3D+1

Blaster 6D+1, brawling parry 6D+2, dodge 7D, melee combat

6D+2, melee parry 6D+2

KNOWLEDGE 2D

Intimidation 3D

MECHANICAL 2D

PERCEPTION 2D+2

Investigation 3D+2, search 5D, sneak 4D+2

STRENGTH 4D

Brawling 7D, climbing/jumping 6D

TECHNICAL 2D

Security 4D

Equipped with:

- Humanoid body (two legs, two arms, head)
- Finger-concealed vibrodaggers (STR+2D)
- Internal encrypted comlink
- Vocabulator
- Laminanium armor (+2D to resist damage, -1D to all *Dexterity*-related rolls)
- Stealth coating (+2D to *sneak* in dark environments. Can roll *sneak* against sensors to remain undetected)
- Threat scanner (with a Difficult *search* roll, the SD-X can detect living beings, explosives or other obvious threats within a 30 meter radius of itself)

Move: 10

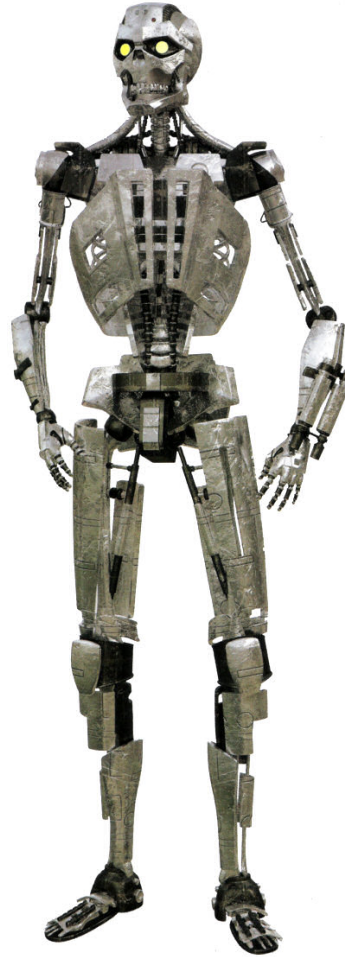
Size: 1.8 meters

Cost: 25,705 credits

Equipment: Blaster rifle (5D)

Source: Star Wars D20 to D6 Conversion *Scavenger's Guide to Droids* (pages 26-27)

Double-Ex



New Essential Guide to Droids

At the outbreak of the Second Galactic Civil War, Tendrando Arms provided newly promoted Co-Chief of State Jacen Solo with a defender droid, DD-11A, to serve as his personal bodyguard. After Aurra Sing destroyed DD-11A during Sing's botched kidnapping attempt, Solo requested that Tendrando Arms build him a new security droid. Tendrando Arms responded by providing one of their new SD-X-series droids. This droid, known as Double-Ex, was regularly seen accompanying Solo afterwards. Double-Ex had blue photoreceptors and had a raspy, threatening voice.

Double-Ex (use typical SD-X-Series Stealth Battle Droid, CL 9)

(See *Scavenger's Guide to Droids*, page 138-139).

Double-Ex – D6 Stats

- Stats by Gry Sarth (modified by Treefrog and Sutehp)

Type: Tendrando Arms SD-X Stealth Battle Droid

DEXTERITY 3D+1

Blaster 7D, brawling parry 7D, dodge 7D+1, melee combat 7D,
melee combat: vibrodaggers 7D+2, melee parry 7D

KNOWLEDGE 2D

Intimidation 4D, intimidation: interrogation 5D, intimidation:
torture 5D+1

MECHANICAL 2D

PERCEPTION 2D+2

Investigation 4D, search 5D+2, sneak 5D+1

STRENGTH 4D

Brawling 7D+2, climbing/jumping 6D

TECHNICAL 2D

Security 5D+1

Equipped with:

- Humanoid body (two legs, two arms, head)
- Finger-concealed vibrodaggers (STR+2D)
- Internal encrypted comlink
- Advanced sensor array (can detect ultraviolet, infrared, and motion sensing within 30 meters)
- Vocabulator
- Laminanium armor (+2D to resist damage, -1D to all *Dexterity*-related rolls)
- Stealth coating (+2D to *sneak* in dark environments. Can roll *sneak* against sensors to remain undetected)
- Threat scanner (with a Difficult *search* roll, Double-Ex can detect living beings, explosives or other obvious threats within a 30 meter radius of itself)

Move: 10

Size: 1.8 meters

Cost: Not available for sale

Equipment: Blaster rifle (5D)



LEGACY OF THE FORCE

The Second Galactic Civil War has erupted! With the secession of Corellia, the Corellians have started a revolt against the Galactic Federation of Free Alliances. Caught between the increasingly authoritarian Galactic Alliance and the insurgent Confederation, LUKE SKYWALKER and the Jedi Order find themselves at odds even with their own families.

Becoming increasingly brutal with the Confederation, Colonel JACEN SOLO is elevated to the office of Co-Chief of State of the Galactic Alliance. He hopes that in his new position, he can end the destructive conflict and bring order to the galaxy.

Little does Luke know, his nephew Jacen Solo has secretly been seduced by the DARK LADY LUMIYA to be the new Dark Lord of the Sith. With DARTH CAEDUS seemingly unstoppable, the fate of the Galactic Alliance, the Jedi, the Confederation, the Mandalorians, the Imperial Remnant... indeed, the entire galaxy hangs in the balance.

The **Legacy of the Force Sourcebook** is a compendium for use with the Star Wars Saga Edition and Star Wars D6 rulesets:

- Explore the events featured in *Betrayal*, *Bloodlines*, *Tempest*, *Exile*, *Sacrifice*, *Inferno*, *Fury*, *Revelation*, and *Invincible*.
- The *Legacy of the Force Sourcebook* contains complete stats and write-ups for returning characters Dark Lady Lumiya, Boba Fett, Lando Calrissian, Thrackan Sal-Solo, and Natasi Daala, amongst others.
- Features stats and write-ups for new starships previously unseen in other sourcebooks.

